

DUNGEONS
&
DRAGONSTM

Supplement

HEROES of BATTLE

TM



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HEROES of BATTLE™

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Contents

Introduction	4
What's in This Book	4
What You Need to Play	4
Chapter 1: The War Campaign	5
What Is a Battlefield Adventure?	5
Think Big/Play Small	6
Player Character Roles	7
Pacing	7
Campaign Planning	9
Dealing with Rank and Orders	9
Treasure in a War Campaign	10
Strategic Downtime	12
Adventuring off the Battlefield	13
Military Organization	15
Chapter 2: Building Adventures	17
Hooking the PCs	18
Designing the Battlefield	18
The Course of Events	20
The Adventure Flowchart	21
Making Memorable Encounters	21
Encounter Pacing	22
Filling in the Boxes	24
Designing a Fantasy Army	24
The 60-Minute Army	24
Building Battlefield Encounter Maps	28
Terrain	28
Barriers and Obstacles	32
Earthworks	35
Other Hazards	36
Ancient Battlefields	38
Rewards	41
The Victory Point Framework	41
When Things Go Off the Chart	42
Random Encounters	43
Chapter 3: Battlefield Encounters	45
Sample Battlefield Encounters	46
Cut Supply Line (4th)	46
Reinforcements (4th)	46
Destroy Artillery (6th)	47
Prisoner Exchange (6th)	48
Left Behind (8th)	49
Take Out the Trebuchet (8th)	50
Get 'em Out Alive (10th)	51
King of the Hill (10th)	53
Specific Units	53
Army of Nature's Wrath	53
Rilarach's Unliving Legion	55
Talaric Horde	57
Baatezu Brigade	58
Army of the Alliance	59
Against the Giants	61
Goblin Raiders	61
XP on the Battlefield	61
Is it a Challenge?	61
XP in Supported Encounters	62
Chapter 4: Rules of War	63
Siege Engines	63
Aerial Bom bardment	67
Volley of Arrows	68
Indirect Fire versus Direct Fire	69
Concentrated Volley	69
Deflecting a Volley	70
Strategic Advantages	70
Using Strategic Planning	70
Bardic Knowledge	71
Divination Spells	71
Knowledge Skill	71
Leadership	71
Scouting	71
Terrain and Fortifications	72
The Morale Check	72
When to Use the Morale Check	72
Making Morale Checks	72
The Rally Check	73
Commanders	75
Commander Rating	75
Commander Auras	75
Victory Points	78
Assist Friendly Troops	79
Attack Enemy Siege Engines	79
Defeat Enemy Units	79
Disrupt Enemy Command	80
Disrupt Enemy Communications	80
Disrupt Enemy Supply	80
Protect Defensive Point	81
Protect Intrinsic Point	81
Protect Maneuver Point	81
Protect Offensive Point	82
Provide Intelligence	82
Seize Defensive Point	83
Seize Intrinsic Point	83
Seize Maneuver Point	84
Seize Offensive Point	84
Recognition Points	84
Earning Recognition Points	84
Other Ways to Earn	84
Recognition Points	88
Spending Recognition Points	88
Promotions	91
Battlefield Award Summary	92
Chapter 5: The Military Character	93
Skills	93
Raids	96
Ballista Proficiency	96
Block Arrow	96
Coordinated Shot	96
Courageous Rally	97
Expanded Aura of Courage	97
Expert Siege Engineer	97
Extra Followers	97
Guerrilla Scout	97
Guerrilla Warrior	97
Improved Cohort	98
Inspirational Leadership	98
Mounted Mobility	98
Natural Leader	98
Slunging Shot	99
Practiced Cohort	99
Ready Shot	99
Shield Wall	99
Veteran Knowledge	99
Prestige Classes	99
Combat Medic	99
Dread Commando	103
Legendary Leader	107
Wat Weaver	112
Teamwork Benefits	115
The Team Roster	116
Teamwork Benefit Descriptions	117

Chapter 6: Magic of War	121
Spells on the Battlefield	121
Communications	121
Artillery	121
Troop Enhancement	121
Terrain Alteration	122
Other Spell Uses	123
New Spells	123
Spell Descriptions	124
Acid Rain	124
Aerial Alarm	124
Animate Legion	124
Animate Siege Weapon	125
Battlefield Fortification	125
Battlefield Illumination	125
Battlemagic Perception	125
Blaze of Light	125
Boiling Oil	125
Consecrate Battlefield	126
Crisis of Confidence	126
Desecrate Battlefield	126
Drums of War	126
Early Twilight	126
Burling Stone	127
Garmund's Bullet	127
Molten Strike	127
Resounding Voice	127
Shrieking Blast	127
Spiritual Cavalry	127
Spiritual Charge	128
Status, Greater	128
Trip Vine	128
Magic Items	129
Magic Armor Special Ability	129
Descriptions	129
Specific Armors and Shields	129
Heraldic Crests	130
Magic Weapon Special Ability	130
Descriptions	130
Rods	131
Wondrous Items	131
Standards	132
Magic Siege Engines	133
Magic Siege Engine	133
Special Ability Descriptions	134
Specific Siege Engines	134
and Ammunition	134
Appendix I: Sample Armies	137
Human Large Kingdom	137
Human Small Kingdom	138
Human Clan Structure	138
Elf	139
Drow	139
Dwarf	139
Gnome	140
Orc	140
Goblins	140
Lizardfolk	141
Giant Races	141
Appendix II: Sample Soldiers	142
Appendix III: Battlefield Steeds	153
Brass Steed	153
Luna Moth	154
Rainbow Crow	155
Skeletal Warbeast	156
Tusked Behemoth	156
Wat Mastiff	157

Introduction

Heroes of Battle is a rules supplement for the DUNGEONS & DRAGONS® Roleplaying Game. It's a player resource that gives players the tools they need to take their characters from the dungeon to the field of battle, where they'll play pivotal roles in the clash of great fantasy armies. DMs can use this book as a resource for wartime adventures, whether building an entire narrative around a military campaign or throwing the players onto the battlefield as a change of pace at the climax of an adventure.

WHAT'S IN THIS BOOK

Heroes of Battle contains information for DMs and players alike. The book starts by showing what an adventure on the battlefield is like, giving players an idea of what to expect and handing the DM a construction kit to bring massive battles to life. Later chapters provide the nitty-gritty tools that increase the chance of PCs and NPCs surviving and thriving on a fantasy battlefield.

The War Campaign (Chapter 1): D&D uses the word "campaign" to refer to a series of linked adventures, but it borrowed the term from military parlance, where it refers to a series of battles fought to achieve a common objective. Chapter 1 discusses issues you'll face when you make the battlefield a dominant part of your ongoing D&D game.

Building Adventures (Chapter 2): A major battle is the functional equivalent of a traditional D&D adventure. Chapter 2 provides a step-by-step process for designing a battlefield adventure that offers opportunities for treasure, victory, heroism—and plenty of danger and challenges. Chapter 2 also provides directions for designing interesting maps of the battlefield as a whole and the specific areas where pivotal encounters take place.

Battlefield Encounters (Chapter 3): The basic building block of any D&D adventure is the encounter. Chapter 3 lists staple encounters appropriate for a mass battle and provides tips on awarding XP for battlefield encounters. The chapter also includes some sample military units to throw against your PCs on the battlefield.

Rules of War (Chapter 4): Through their bravery and clever tactics, PCs will often have a chance to influence the overall battle—especially as they reach higher levels. In Chapter 4, a simple victory point system helps adjudicate how the PCs' efforts have a ripple effect throughout the rest of the battlefield. Chapter 4 also has a morale system so the DM can easily determine whether the enemy flees rather than facing the PCs directly, and a set of rules to help PCs earn promotions, decorations, and the other glories of war.

The Military Character (Chapter 5): Most characters are ready for the battlefield. The feats and skills they possess will be as useful on the battlefield as they are in the dungeon. But for characters who want to maximize their prowess on the battlefield or emphasize their military background, Chapter 5 offers new feats and prestige classes designed for warfare. The chapter also has more detailed rules for character training and teamwork, and battlefield-inspired uses for existing skills.

Magic of War (Chapter 6): Spells and magic items useful to (or against) the army in the field are detailed in Chapter 6. Magical versions of the siege engines depicted in Chapter 4 also appear here.

Sample Armies (Appendix I): For the DM in need of a big army in a hurry, this appendix includes a wide range of fantasy armies appropriate for any D&D battlefield campaign, from teams of human soldiers to squadrons of orc savages.

Sample Soldiers (Appendix II): You can't have an army without soldiers, and this appendix presents full statistics blocks for all the soldiers used in the various armies included elsewhere in the book. A Dungeon Master can mix and match these NPCs to build just about any army he or she needs.

Battlefield Steeds (Appendix III): This section details six exotic beasts of war suitable for serving as battle-mounts.

WHAT YOU NEED TO PLAY

Heroes of Battle makes use of the information in the three D&D core rulebooks—Player's Handbook, Dungeon Master's Guide, and Monster Manual. In addition, it includes references to material in *Complete Warrior*, *Complete Adventurer*, and *Miniatures Handbook*. Although possession of any or all of these supplements will enhance your enjoyment of this book, they are not strictly necessary.

Heroes of Battle and D&D Miniatures

As you read this book, you'll see rules such as commander auras and morale checks that echo rules found in the D&D Miniatures skirmish game and the *Miniatures Handbook*.

That's intentional. But while they have a common heritage, the two experiences have some important differences as well. Rather than focus on skirmishes between two small forces, this book focuses on the role PCs play in truly grand battles: ones featuring thousands of soldiers on each side. Any miniatures you have will be useful when you undertake a battlefield adventure, but realize that this game is the cooperative, player character-centered D&D experience you've been enjoying for years. The action has merely been moved from the dungeon to the battlefield, and we've surrounded the PCs with a cast of thousands.

THE WAR CAMPAIGN

CHAPTER ONE

Illus. by C. Lukas

WHAT IS A BATTLEFIELD ADVENTURE?

Playing D&D within the war genre is essentially about moving the action from the dungeons, castles, and ruins of traditional D&D to the great battle scenes of fantasy novels and movies, where tens of thousands of men and monsters clash. Summarized as simply as possible, this is the book that brings the dungeon out onto the battlefield. The two environments have a lot in common—most notably the presence of lethal foes who want to do in the characters—but major differences persist. Whether you're a player or the DM, you'll adjust your game to account for the difference in scale, pacing, movement, and motivation.

The battles discussed in *Heroes of Battle* are no mere skirmishes. Thousands of soldiers on a side is the norm, and the characters probably see only part of the larger battle unfold before them. But the outcome of even the greatest battle often hinges on a smaller engagement. Can the player characters hold the bridge long enough for a relief column to arrive? Can they disrupt the enemy's supplies behind the lines, then escape across no-man's-land before the entire enemy army hunts them down? While the player characters are only a small part of an army, the role they play in a battle can be pivotal and heroic.



ith any campaign in the DUNGEONS & DRAGONS game, game sessions work best when the adventures match the character and player types present in the party. Just as a party of druids and barbarians is less appropriate for a game of urban espionage, so too would a group of sorcerers and wizards be ill suited for a campaign that continually places them in front of charging cavalry.

War campaigns can be as varied as traditional D&D campaigns. Adventures can run the gamut from secret infiltrations of enemy camps to epic battles on the front line. Some players enjoy the opportunity to have their character lead a unit into battle, whereas others prefer to play with small groups of PCs in a more traditional adventuring party. As the DM, you should make an effort to know those tendencies and desires of your group, and tailor the campaign to suit.

With the “battlefield as dungeon” approach used in planning a war campaign, the DM needs new tools to keep track of events on the battlefield and help players realize how their characters can interact with this new environment.



To use military jargon, battlefields are a “target-rich environment” for PCs. The monsters aren’t hiding behind locked doors and in mazelike corridors—they’re marching right toward you with malice in their eyes. In traditional D&D, characters can generally rest when they need to. But the battle rages on even if the beleaguered characters are low on spells, hit points, and other resources. Conversely, in a battlefield adventure you’re unlikely to run out of opponents. Brave and ambitious characters can almost always find a worthy enemy to fight on the battlefield.

The architecture of a site-based adventure slows the pacing of a D&D game, and it also constrains the PCs’ movement. If there’s a door to the north and another to the south, the characters will almost always take one of those two choices. But on a battlefield, characters can go where they like, although the enemy might have something to say about it (not to mention the PCs’ superior officers). DMs must be prepared for PCs who decide on a whim to seize a network of trenches to the east. But, by the same token, PCs must be prepared for threats that can come from any direction—everything from goblin sappers tunneling beneath their feet to a barrage of flaming catapult stones from the sky.

There are as many reasons to go to war as there are wars themselves. Some PCs will fight for king and country. Others will fight to protect their comrades. Some are fulfilling a lucrative military contract. On one hand, battlefield adventures can start from very prosaic motivations. The PCs attack the gnoll watchtower because the general ordered them to, not because the gnolls are guarding treasure or have kidnapped the mayor’s daughter. But on the other hand, sustaining a character’s motivation to stay in the army throughout a war means delving deeper into the DM’s bag of tricks than in a traditional D&D game. Treasure, experience, and plenty of action are still motivators, to be sure, but the PCs will also be bucking for promotions, earning decorations for heroism, and eventually shaping the outcomes of the larger war.

THINK BIG/PLAY SMALL

Roleplaying in a war setting sounds like a lot of fun. Who doesn’t enjoy watching great war movies such as *Saving Private Ryan*, *The Guns of Navarone*, and *The Dirty Dozen*? But turning the battlefield into a dungeon for your players takes more work than you might think.

By their very nature, wars are large affairs. Not even counting support personnel behind the lines who supply food and munitions, or medical personnel who care for the wounded after a conflict, a single battle can involve hundreds if not thousands or even tens of thousands of soldiers.

That’s not roleplaying. That’s wargaming.

And wars, by their nature, are political. They are fought over ideologies and resources; over religious beliefs and revenge; and, all too often, for economic expansion. But

even if the masses are sold lock, stock, and smoking barrel on the reasons, wars are still political battles fought by common folk for reasons too often known only to the leaders of those countries.

That’s not roleplaying either. It might make for a great game of *Diplomacy* or *Risk*, or a great Tom Clancy novel, but unless your players love political intrigue, it doesn’t make for a great game of *DUNGEONS & DRAGONS*.

Think about those great war movies. They’re not about huge battles fought over geopolitical ideologies. They’re stories about small groups of well-trained people going on dangerous missions. They might have been ordered to go, but each person in the group usually has his or her reasons for taking the mission, whether it’s for greed or glory, advancement or adventure.

Now, that’s roleplaying at its finest.

The war becomes backdrop to a full-fledged adventure with great feats of heroism, tangible goals that group members can fully grasp, and one-on-one battles with life itself (and the success of the mission) hanging in the balance.

The war is there, ever-present in the lives of the characters. It impacts where they go and what they have to do when they get there. But the roleplaying experience becomes more about the mission—the adventure—than about the war. The war becomes the world or setting. The missions become the dungeon.

The trick to turning the battlefield into a dungeon is to think big but play small. The war can be ever-present in the daily lives of the PCs. They can see the impact it has in reports from the front lines, the sacrifices of the common people as supplies run short, and even the deaths of relatives or friends. But you as DM have to be the generals of both armies as well as the armies themselves. Never let a battle between the PCs and their army against an opposing army become nothing more than a two-day-long mêlée between hundreds or thousands of NPCs as your PCs watch helplessly waiting for their turn to come back around. Instead, their general tells the characters that he needs them to “take that hill at all costs,” thus turning a huge battle between thousands into a small battle between two manageable forces—the PCs against the dozen or two dozen foes who block their way to achieving their mission. The battle can rage on all around the PCs, but all you—and they—have to worry about is that one hill, that single goal.

Here’s another example of how to think big but play small. In a real war, the supply line is a primary concern for the generals. Whether soldiers are making incursions into enemy territory or are strewn out over a large area defending against multiple attacks, they need food and water. Plus, a large army needs other supplies, such as arrows, spell components, fresh horses, and fresh soldiers.

Feeding an army on the move is a logistical and bureaucratic nightmare—and incredibly boring. Most PCs won’t want to spend game time poring over supply requisitions. But that doesn’t mean you can’t make this important part of war part of your campaign.

The PCs might not care where the food is coming from or how it gets out to them in the field, but if you cut that supply line it becomes important pretty quickly when the food starts to run out. Now you have an adventure. The PCs can be sent out to stop raids on the supply line or to escort a caravan of food from HQ to a distant outpost. You can even turn it around and have the PCs try to cut the supply line of an invading force, thus leaving the enemy at a disadvantage.

Logistical problems can also give nonfighters something to do in your game. For example, characters with logistical or scrounging skills (such as Survival) or access to the spell *Leomund's billet* (see page 127) could have a chance to shine in an adventure about food shortages and cut supply lines.

The castle siege is another scenario in which you can take a large battle and turn it into a small adventure (or even a series of small adventures). While the battle rages all around them, the PCs could be tasked with guarding the gate, thus allowing you to focus on one small section of the battle. Later in this same scenario, perhaps after the gate falls and the army retreats into the main keep, you could send the PCs out a secret entrance on a mission to bring back reinforcements from an allied kingdom. The PCs will have to sneak, or fight, their way through enemy lines. They might even be pursued across the countryside as they race to find help in time.

Again, you have turned a large battle between massive armies into a small battle (or series of battles) between the PCs and manageable groups of enemies. Best of all, both of these scenarios allows the PCs to be the heroes. Their effort in these small skirmishes is the crucial factor between success and failure in the larger battle.

More scenario ideas are discussed in Chapter 2: Battlefield Adventures and Chapter 3: Battlefield Encounters.

PLAYER CHARACTER ROLES

In an epic conflict involving tens of thousands of soldiers, do the actions of a small group of heroes really matter? In the case of a group of PCs, and in the context of a war campaign, the answer should almost always be yes. The key to the answer is at what level the heroes have an effect.

An entire battle might not hinge on the actions of a few low-level PCs, but the survival of a unit of troops might. At 1st or 2nd level, the PCs might reorganize a separated unit and lead it to safety. They might bring down an ogre that is tearing through the front ranks. Exploits like these stand out from a typical soldier's actions, and should be recognized or rewarded by immediate commanders and the like. The actions are noticeable, but the outcome of the battle usually does not hinge on the fate of a single ogre.

Mid-level PCs have a greater chance of impacting an overall battle's success. Strike teams of characters might

disable an enemy's artillery, or lead a surge through a mass of enemies to rescue an isolated force, or ambush a key officer, providing their own army with a distinct advantage in the conflict. Mid-level PCs are also more likely to be in command positions, and to have a chance to successfully rally troops that have routed. The battle could be won or lost despite the PCs' actions, yet their accomplishments can be significant enough to be recognized by the commanders on both sides of the conflict.

As the PCs approach high levels, their deeds of valor (or secrecy) directly affect the outcome of a battle. They become the leaders of the armies, or at the very least are engaged in planning an upcoming confrontation. The PCs seek out the leaders of the opposing force to fight them directly, or provide great magic that turns the tide of battle. When the PCs are victorious, so is their army.

The actions of the PCs matter, but not always to the ultimate outcome of the battle. At low levels, what they do matters greatly to the soldiers whose lives they save, and the significance of their actions increases as they gain levels; high-level PCs are capable of helping to shape the battle itself. Regardless of the scale of the PCs' actions, the players should always be aware of the PCs' influence on the outcome.

PCS AND VULNERABILITY

PCs tend to think themselves invulnerable when faced with overwhelming numbers of low-level fodder. A 10th-level fighter with the Great Cleave feat might think that he is a match for any unit that consists of mere 1st-level kobold warriors. For the most part, however, an army should have better uses for a 10th-level fighter than to put him out on the front lines. If one side of a conflict has a 10th-level fighter, the other side likely has a trio of ogre barbarians that could likewise tear through a company of low-level warriors. A better tactical decision is to have the fighter defend against those ogres.

Even if the fighter insisted on taking out a battalion of enemies on his own, or with a group of heroes, the mass of enemies could still overwhelm him. Troops can use the aid another action to increase the chance of one soldier getting a hit, and there's always a chance that the fighter could get pinned or otherwise overcome.

There is a place for heroic melees against a horde of opponents. But if an entire army is easily decimated by the PCs, then that adventure is likely too weak a challenge.

PACING

In any game session, it is important to maintain the flow of the game and not bog down in dice rolling or rules minutiae. As a DM, there are some preparations you can make to ensure that a war campaign continues to move along at an acceptable pace.

When preparing for your game sessions, set up a battle plan, a timeline of events that will occur during the battle. Identify events such as when certain troops

begin moving, or in what round artillery will be fired; then, once the battle begins, you will already know what happens around the PCs. Make a timetable for the overall battle, including maneuvers for both sides involved, that shows how the battle will play out. Make a list of the events that will happen around the PCs: These are the encounters the PCs need to deal with directly. Make notes on how the PCs' success or failure will affect the larger battle, if at all.

For ranged attacks such as artillery or fireballs that might affect the party, you could roll damage dice ahead of time, noting it on the battle plan. Be judicious in your use of this tactic, so you don't attack the PC who has few hit points just because you know a low (or high) damage roll is coming up.

In some cases, you might want to determine beforehand the result of a conflict between two units. In such instances, you might decide how many rounds it takes for one unit to become victorious and how strong that unit remains once that small conflict is resolved. A unit might achieve victory by destroying the enemy unit, but it could also win by causing the foes to rout.

You can determine the victor by running the combat normally, or you might simply make an educated estimate, based on the strengths of the units involved. In a large battle with many units, you can use this method to determine how long the battle will last and who might ultimately be victorious, in the absence of any interaction by the PCs.

You can think of the battlefield as a dungeon that is in constant motion. Once you have determined what the battlefield will look like from hour to hour or round to round, then you have the ability to add the PCs into the mix at any location or point in time.

DESCRIBING THE ACTION

Try to illustrate the progress of the overall battle to the PCs. In a pitched

combat, take a moment at the beginning of a round to describe how other nearby units are faring, and mention when new threats present themselves. Less often, perhaps once every ten rounds of combat, give the PCs an idea of the larger scale by indicating whether their army seems to be winning (or losing), or at least if the battle is going to plan.

In some cases, you might have NPCs fighting other NPCs. If you want to have the dice decide the fate of these NPCs, perform the rolling beforehand so as not to slow down the game. If the PCs interfere with that scuffle, then resolve combat normally. If the PCs do not become directly involved, or if the levels or Hit Dice of the NPCs vary significantly from the average level of the party members, then describe the fight but keep the focus on the PCs.

Make sure to describe morale effects to the PCs. If the allies they are fighting beside become shaken, it should be obvious to the PCs that they could attempt to rally their comrades. Likewise, if they know that they have struck fear into the hearts of their enemies, they can be encouraged and know that at least a small victory might be near.

As always, pay attention to your players. If they are nodding off or losing interest, try to get those characters involved.

TACTICAL DOWNTIME

The *Dungeon Master's Guide* suggests that a typical party should be able to overcome four encounters before



Regdar and Mialee take a break from the rigors of the battlefield

needing to rest, heal, and regain spells. But in the middle of a pitched battle there's usually no good place to set up camp and pull out the spellbooks.

Between combats, the PCs should have an opportunity to heal themselves magically, or otherwise reload and prepare for the next encounter. An encounter that would generally be appropriate for the party's level becomes much more deadly if the party is nearly out of hit points or has an unconscious party member as a result of the previous fight. The time between combats need not be hours in length, just a minute or two to allow the party to catch its collective breath.

When planning the encounters, keep in mind that after four encounters in a given day, the spellcasters are likely out of spells, the barbarian cannot rage again, and the paladin has used all his smite attempts. Continuing on might be a challenge for the party, but it might not be much fun for the players.

Four encounters might not seem like much, but in the context of a larger battle this amount of activity can be significant. A set of four encounters might consist of, for example, taking control of a hill, defending it for some time, rescuing a commander in distress, and then performing a fighting withdrawal. With some tense and quiet intervals between those events, those four encounters could easily take a half-day of game time.

If you want to have more than four encounters, try making the Encounter Level of each encounter one or two levels lower than the party level. The encounters might seem a bit easy at first, but the addition of a few more encounters in a day tests the endurance of the party without making the encounters so overpowering that the party must rely on luck to succeed.

CAMPAIGN PLANNING

You will have to face a lot of issues when you begin a war campaign. This section will take a look some of these issues and provide hints and insights into how to combat the most prevalent problems you are likely to encounter as your PCs go to war.

First, anyone who has ever played with a large group (say, eight or more PCs) knows that even a short melee can seem interminably long as players wait for their turns. Multiply that by a hundred or a thousand, and you can see one problem with gaming in a war scenario.

Second, in a war you have armies, and in armies you have ranks. What happens when the weakest player in the group suddenly outranks the rest of the PCs? Power struggles are a common part of roleplaying, but military ranks—which can be an enjoyable part of the war campaign—can also become a major headache.

Another factor to consider is treasure. When your PCs are in a dungeon, it's easy to drop a treasure chest in a room for them to find. But unless the NPCs on a battlefield are traveling in siege engines, they won't be carrying treasure for the PCs to find. So, how do you reward players for heroic deeds? More important, how do you make sure the

characters obtain equipment of sufficient value as they gain levels and fight tougher battles?

A dungeon is often close to a town or a city where the PCs can go to rest or buy supplies. Even in remote dungeons, the PCs can often find a room that has been cleared of enemies where they feel safe enough to bed down for the night. But in a war, the characters will often find themselves behind enemy lines with no possibility of getting a good night's rest, let alone meeting a friendly shopkeeper. So, strategic downtime becomes something you have to plan into a scenario to give the PCs a chance to rest and resupply.

Lastly, you will have to pay closer attention to the needs of the nonfighters in your group. Wars are all about heroic deeds and titanic battles. But after a night of constant melees, the rogues, druids, bards, and even rangers in your group might feel unfulfilled. To help those players get the most out of their characters, you need to give some thought to adventures off the battlefield.

DEALING WITH RANK AND ORDERS

In Chapter 4 you will find rules for adding military ranks to your war campaign, and for awarding medals and honors to worthy characters. While ranks and recognition are a cool way to reward good roleplaying, they do present a potential problem for the DM and the group.

Everyone has seen group dynamics ruined by an overbearing player who tries to take control of the group and gives orders that nobody wants to follow. And, if you've played D&D long enough, you've seen what happens when you have too many "generals" in the group. Everyone wants to give orders, but nobody wants to follow them.

Either situation can lead to bickering players, long discussions about who should open a door, sloppy melees that get characters killed, and, ultimately, hurt feelings within the group. Now add stratified ranks to an already fragile dynamic. It's hard enough to ignore the "paladin who would be king" when that character only has the power of his convictions. What happens when he outranks the other characters in the group?

The dynamic of each gaming group is going to be different, but most groups seem to work best when a pseudodemocratic leadership is present. One player will often dominate the decision-making, but if he or she regularly asks for advice and help, no other player in the group feels left out. Handing out ranks can destroy that dynamic, especially if the natural leader of the group is not the recipient of the promotion.

If there is a natural leader among the players, it might make sense to give that player's character the highest rank. The rest of the players are already used to following that player's lead when it comes to making decisions, so if the *de facto* leader is also the highest-ranking character in the group, there shouldn't be too much strife.

There are a couple of problems with this approach, however. First, not every group works well with a single leader giving all the commands, especially if the rest of

the players don't get a voice in the decisions. Most players dislike being led by the nose through an adventure by the DM but really detest being led by a dictatorial player, no matter how good that player's ideas might be. So you should probably avoid turning your de facto leader into the ranking leader unless that player leads by consensus instead of fiat.

The second problem with turning a single player into the group's leader is that the other players might view this decision as favoritism. This situation could lead to the very dissent you were trying to avoid. The players might even stop listening to the de facto leader out of resentment, thus ruining your plan of encouraging that player's leadership of the group.

So, what do you do? You want to use ranks and medals to reward your characters, but you want to avoid dissent in the group. One possible solution is to take your cue from old war movies again.

Rank is most important when a leader needs to give orders to a large group of soldiers who all must do roughly the same job. But in movies such as *The Guns of Navarone* or *The Dirty Dozen*, each member of the group is a specialist, brought along to do a particular job. Sure, someone is ostensibly in charge, but when it comes down to a question relating to his or her specialty, the specialist is the one calling the shots.

If you set up your PCs as a team of specialists, rank becomes much less important within the workings of the group. While rank and medals can still be important to the character who receives them, it won't necessarily make that character the leader of the group, because every character has an equally important job to do within the context of the mission. You, in the guise of a higher-ranking NPC, can even spell out each character's role in the mission before sending them out.

Having well-defined roles gives the players a sense of their place in the mission and provides them with some protection when another player tries to "pull rank." They can point to the orders and their part in the mission. This concept also emphasizes the importance of the group as a team who must work together to reach a common goal, instead of a military unit that must follow the orders of the ranking officer.

You can give other players a chance to shine when using the "team of specialists" concept by either rotating or splitting leadership within the group.

Rotating leadership is an arrangement in which the leader changes from one mission to the next. If you have a team of specialists, the leader for any specific mission is determined by which character has the right abilities to best complete the mission. For example, if the mission is mostly about battle, the fighter should lead. If the mission is mostly about stealth, the rogue should lead.

Split leadership occurs when one character is in charge of one part of the mission while another character is in charge of a different part. For example, the highest-ranking character ("lieutenant") might be in charge of the overall mission, while the one with the most combat

expertise ("sergeant") deploys the troops when the party gets into a battle. Or the PC ranger might be in charge of getting the group to the mission location, and the PC rogue might be in charge of executing the mission once the group arrives.

Split or rotating leadership roles can be spelled out in the group's orders at the beginning of the mission and can lead to some interesting roleplaying opportunities. Characters will have to work out the dynamics of joint leadership, perhaps at one point following someone who isn't used to leading others. But because the players know it's not a permanent situation, they should be more willing to give the new leader(s) a chance to succeed.

Ultimately, you have to figure out what works best for your group, based on the dynamics and the various personalities of the players. As you incorporate ranks and medals into your game, remember two things:

First, this is a game that should be fun for all players. It is your job to make sure the players are enjoying themselves.

Second, players are happiest when they have some sense of free will in the game. They don't want to be herded into or through an adventure by you or another character. So if you use orders within your campaign, make sure the characters have some say in how those orders are carried out.

TREASURE IN A WAR CAMPAIGN

You need to address several issues when dealing with treasure in a war campaign. First, how do you reward characters with items as they progress through the campaign? Second, how will you provide characters with an outlet for selling or trading old and unused treasure? Third, how will characters be able to re-equip expendable items when they are depleted? Finally, how do you make sure your characters are equipped properly as they gain levels and fight tougher battles?

The main problem with treasure in a war campaign is that battles are fought in fields, or forests, or even in towns—out in the open—and treasure is normally not secreted out in the open. Of course, the PCs can pick over the bodies of the fallen after a battle. But wars are often fought by large forces using cheap weapons, so there might not be much of value for the characters to find after a battle.

However, searching bodies can be one of the best ways for low-level characters to add to their wealth. Selling used armor can be quite profitable for characters just starting out in their careers. And even if the PCs are comfortable picking over the fallen for a few coins and some gear, there might not be any place to sell these items in the middle of a war, especially if the PCs are behind the lines.

The most noble of the PCs might even have moral objections to such profiteering. However, dealing with the so-called black market is one viable option for giving your characters a way to sell old and confiscated gear. The dangers of dealing in scavenged war materials can make



A well-stocked army offers its soldiers plenty of choices for gear

for a great adventure or some fun roleplaying situations as the characters have to contend with shady characters and the threat of getting caught by their commanders.

As the characters progress, they will need more than just scavenged armor, though. One option for improving their prospects of gaining treasure is to send them on missions that give them a chance to fight more powerful creatures that have decent gear and treasure. You could even send the PCs into a dungeon or an enemy stronghold to look for a powerful artifact or supplies to use against the enemies. While there, they could easily find a hidden stash of treasure, items, or magical gear.

These types of missions should be the exception more than the rule in a war campaign. If you keep sending your PCs into dungeons, you'll lose the feel of being in the middle of a war. There's a way to use the war milieu to help provide the more objective rewards that players so often crave. Most treasure issues can be addressed with two simple mechanisms: recognition and requisition.

War heroes gain recognition in many forms: fame, promotions, and even monetary rewards. Of course, decorations are the most obvious way to recognize heroic deeds. Take a look through the decorations described on page 90. You can use these decorations to reward your characters, or create ones of your own to fit your campaign.

Promotions can also help PCs in a couple of ways. Promotions can mean higher pay or access to better equipment. Eventually, promotions can lead to PCs occupying seats

at the war planning table. They'll see the larger picture of the war effort firsthand, and that'll undoubtedly give them the information to assign themselves interesting missions (read: adventures).

If the characters have done something truly heroic, or completed a particularly tough mission that had a major impact on the course of the war, you can even go so far as to reward them with items from the castle treasury. These could be monetary rewards, better equipment, or even magic items.

Requisition lies at the other end of the spectrum. Instead of characters being rewarded for deeds performed, they are given the supplies they need ahead of time for an upcoming mission. Perhaps, as they gain levels (and ranks within the military), the PCs can even requisition items for themselves.

In addition to the standard items of warfare that the military provides to all soldiers, the PCs might also get a salary. This salary and the requisitioned supplies can be an easy way to hand out treasure awards on a regular basis, helping to ensure that the characters have the right amount and level of equipment for their level. If your PCs begin to fall behind the averages shown in Table 5-1: Character Wealth by Level, page 135 of the *Dungeon Master's Guide*, they might not be able to handle encounters aimed at a group of their level.

As with the other issues covered in this section, you will have to find the way that works best for rewarding

characters in your campaign. You might even be able to drop a treasure chest down into the middle of a battlefield. Just make sure it makes sense for that treasure to be there—for example, deciding that it's part of the opposing army's payroll or an intercepted shipment of replacement equipment.

STRATEGIC DOWNTIME

All characters need daily sleep or meditation to recuperate from the rigors of battle, but some PCs will need a bit of extra time away from the monsters, mysteries, and mayhem of the adventure setting to take care of personal matters. Strategic downtime is the time PCs spend away from encounter situations. It often occurs between gaming sessions.

Downtime can be as simple as a few nights at an inn or a temple to regain lost hit points or heal ability damage. Or it could mean a month in a laboratory researching a new spell or crafting a magic item. This time can give nonfighters a chance to have a small adventure of their own, or it could just be used for relaxing or carousing. What downtime is used for depends on the personality and the needs of each character.

Whatever the reason, most characters need some occasional downtime, and this fact presents a challenge in a war campaign. If the PCs are constantly on the battlefield or away on a long mission, in hostile territory far from their base, they might not be able to find a hospitable spot (let alone a bed) for months at a time. This can make it hard to heal completely between sessions and almost impossible for PCs to find the resources they need for research or crafting items.

Plus, if the PCs are part of a military force, they are not entirely in control of their own time. They go when and where they are told, and they cannot just decide to rest or perform research for a week. The war isn't going to take a break just because the PCs need a little R&R. When the characters do get a break from action, you need to either find a way for the war to slacken (a brief armistice, perhaps) or keep track of changing conditions during the downtime.

If the characters are fighting close to home, they might be given a furlough by their commanding officer, providing some much-needed time off. The upside of this method is that the PCs will have access to resources at the base (or perhaps a nearby town) for research, crafts, side adventures, or more frivolous recuperative activities. The downside is that you need to take into account the course of the war while the PCs are out of commission.

Furloughs do not work, however, when the PCs are nowhere near their base of operations or are deep in hostile territory. If the PCs just need a safe haven for some rest and recuperation, you can use one of these tried-and-true plot devices: the burned-out keep, the empty cave, or the partisan farmer.

Here's how these concepts work. The PCs are tired and sore. They have been marching or riding all day and have fought one too many fights. The arcane spellcasters

are out of spells, the divine spellcasters have no healing left, and the barbarian is all raged out. Suddenly, off in the distance, one of the characters spots the scorched remains of a keep. Perhaps it was destroyed during the war. Perhaps it's a crumbling ruin from some other war fought long ago. The PCs search the area but find no evidence of recent enemy travel. It seems safe, so they bed down for the night.

The empty cave and the partisan farmer work the same way, except that the PCs spot the outline of the cave entrance or they see some smoke rising from a chimney in the distance. The cave is currently free of large predators, and the farmer has no allegiance to the enemy that the PCs are fighting. They have found a safe haven they can use for a night or a week. Perhaps this haven can even be used as a base of operations while the characters complete their mission.

In addition to providing shelter and safety, these spots can easily lead to side adventures. The ruined keep could have a hidden secret (or even a small dungeon adventure) buried under the rubble. The cave might be the home of a large monster that was out hunting when the PCs arrived. The farmer might be involved in something nefarious or have a mystery to solve that necessitates recruiting the characters' help.

However, these safe havens don't necessarily provide the characters with the kind of resources they need for the more involved activities that they might want to pursue during longer downtimes. In this case, you might need to introduce the members of the resistance (who need not speak with a fake French accent).

The resistance is, of course, a group of local residents who oppose the enemy by performing acts of sabotage. They will often have a secret base of operations (perhaps the cave, ruined keep, or farmhouse mentioned above) and can provide the PCs with much-needed supplies, a place to rest, intelligence about the enemy, resources for research and item creation, and even side adventures that require stealth instead of brute force (for those characters who enjoy that kind of adventure).

It's easy enough to introduce the resistance into a scenario. Their agents can find the PCs and lead them to the secret base. The characters could be given a contact name and a password in their mission instructions. The two parties could even meet while both are trying to complete the same mission, which can give your PCs a chance to use their Diplomacy skills.

In addition to providing the perfect safe haven for short or long rest periods, the resistance can be a great source for intrigue. That group could have a contact inside an enemy stronghold or a member with vital information who has been captured and must be rescued, which can lead to exciting undercover operations. The resistance could even have been infiltrated by a mole whom the PCs must ferret out before they are all captured. The possibilities for side adventures off the battlefield are nearly endless with the introduction of a resistance group to your war campaign.

What happens to the rest of the war while the PCs are busy on side quests or taking a long furlough? Unlike a dungeon, where the monsters are somewhat contained and conditions aren't as likely to change when the PCs rest for a day or a week, the course of a war can and should change constantly as forces advance or retreat, major battles are won or lost, and conditions shift on the battlefield.

You can handle this problem in a number of ways. First, you can keep track of the ebb and flow of the war during downtime and then bring the PCs up to speed on any changes when they return. If you want to, you can use the downtime to make changes to the campaign, which can affect future scenarios.

For example, if the PCs are behind enemy lines working with the resistance, they might be cut off from information about what's happening on the home front. They could return from their mission only to find the enemy has taken their master's castle and thrown the ruler in the dungeon. Now the PCs must rescue the king and begin a rebellion to overthrow the new regime.

If you're not ready for such a major change in your campaign, you can simply chart the course of major battles (either through die rolls, deduction based on military factors such as force size and position, or simply deciding for yourself) and then make subtle changes based on those outcomes.

Not every DM will want the headache of keeping track of changing conditions, though, and some players don't deal well with changes that are out of their control. There are a few ways for you to halt the action without the tactic seeming artificial.

For example, there can be a lull in the fighting, which gives the PCs an opportunity for a rest while the two forces regroup. The enemy could suffer a devastating loss, forcing their military to retreat until they can get reinforcements. Or the war can grind to a standstill, with both forces so entrenched that neither side can make any significant advances. There could even be a timely truce called while the leaders discuss terms for ending the hostilities. Winter weather or the rainy season can set in, making it impossible to continue fighting until better weather returns.

Any of these ideas can give PCs ample downtime without the need for you to chart the continuing course of the war during the break. And these are natural interruptions that a real war might have, so it won't seem odd that nothing happens while the PCs are resting or researching.

Another way to give PCs some downtime without interfering with the flow of the campaign is for each player to run multiple characters. This system allows players to swap characters anytime one of their characters needs a rest or wants to do some out-of-game activities. However, this can be a major scheduling and record-keeping headache for both you and the players.

For one thing, you have to decide how unplayed characters advance. You can either force players to split

experience points between all their characters, award full experience points to all characters, or award experience only to those characters that actually participated during the game session that just ended.

There are pros and cons to each system. Awarding partial experience to all characters slows down everyone's advancement. Awarding full experience lets characters advance faster, but players have to update two or more characters much more often. Awarding experience normally (only to the characters who participated) will allow for normal advancement of the played characters but will ultimately result in a group with PCs of many different levels, making it hard to create encounters that work for all characters present at a session.

The other problem comes when the group is sent off on long missions well away from its base of operations. When this happens, players are pretty much stuck with the characters that make the initial trip unless you can find some plausible way for characters to switch in the middle of an adventure.

However, running multiple characters can be a lot of fun for both the DM and the players. It gives players the chance to try out different kinds of characters from the ones they normally play, gives the group more specialists to draw upon for specific missions, provides some ready NPCs for you when you need a hostage the characters care about or a messenger that they will trust, and allows characters to take downtime whenever they need it without impacting the flow of the game or the war.

ADVENTURING OFF THE BATTLEFIELD

While constant battling is a great source of experience points, it can wear down the PCs and become almost monotonous. In addition, not every character is a fighter. Many players enjoy roleplaying as much as, if not more than, combat. They prefer skills, feats, and spells that help them unravel mysteries or deal with NPCs in ways that don't involve a sword. It is up to you to make sure that every PC gets a chance to shine within the game, and to provide obstacles that give characters a chance to use noncombat abilities.

The rest of this section contains ideas to help you create adventures away from the battlefield for the PCs. Simply flesh these out or use them to jump start your creative juices and come up with your own. Either way, don't forget to provide characters with opportunities to use their noncombat skills.

Noncombat Scenario Ideas

Here are scenarios for war-based campaigns that don't necessarily center on combat.

Intelligence Gathering: A new enemy is massing troops, or perhaps the current enemy has been recruiting allies and that force is on the move. The general needs up-to-date intelligence about troop movements, the strength of the new foe, and the terms of the alliance that can be

used against the enemy. The PCs must make their way through the war zone out to the borderlands to gather the needed data and then return without being detected. Stealth and skill in gathering information are imperative for this mission to succeed.

Reinforcements: The keep is surrounded and cut off from help. A neighboring kingdom might come to the rescue if only a message can get through in time. The PCs must sneak out of the keep and through the troops encamped outside the walls and travel to the king's castle. Once they arrive, they must get an audience with the king and convince him to send reinforcements. This mission will require both stealth and diplomacy.

Prisoners of War: The PCs have been captured (perhaps during one of the other side missions). They have been stripped of their gear and tossed in the dungeon, or whisked off to a POW camp. They must find a way out of their cells, locate their gear, and escape. But they're not free yet, for they are still deep in enemy territory, sticking out like elves in a dwarf community. They'll need disguises, perhaps even forged identification papers, and a lot of luck to find their way home again.

Escaped Prisoner: An enemy spy held in the dungeon has escaped and is making her way back to the enemy base with important information about defenses, castle weaknesses, and troop strength. She must be stopped at all costs. The PCs are sent out to track down the escaped prisoner and make sure she hasn't passed on her secrets to anyone along the way. A ranger for tracking or a mage with scrying ability is an absolute necessity for this mission.

Secret Weapon: There have been rumors that the enemy has a secret weapon. Perhaps it's a new type of siege engine. Perhaps it's some unearthed artifact of a bygone age. The PCs must infiltrate the enemy's military, find out where they are keeping the secret weapon, and then either destroy it or steal it. This mission will require ingenuity, disguise, and perhaps magical knowledge to complete.

Saboteur: A saboteur has infiltrated the PCs' military base. Weapon caches have been destroyed, alchemical

ingredients and spell components gone missing, guards found dead at their posts. Rumors are running rampant, and everyone in the keep is edgy with paranoia. The PCs must root out the saboteur quickly before morale breaks down completely and soldiers begin deserting by the dozens. They must look at all the evidence and try to determine who the saboteur could be. Then they must prove it to the general and the men, perhaps by catching him or her in the act. This mission will require cunning, adeptness at gathering information, and deductive reasoning.

Disinformation Campaign: The generals are planning a major counterattack in the coming months, but the enemy has spies everywhere; it's almost impossible to take them by surprise. The PCs must find a way to get false plans into enemy hands to throw their spy network off track. The false plans are ready, but it's up to the PCs to devise and implement a plan for delivering them to an enemy spy in a way that will avoid suspicion. This mission might require someone with forgery skill as well as PCs who are good at planning.

Codebreaker: The military has intercepted several messages in the past few months through the resistance working within enemy borders. Unfortunately, they are in code and cannot be read. The PCs are asked to take a look at the messages and try to decode them. If they can't figure out the code, then the PCs will have to find someone who can—even if it means infiltrating an enemy base, finding the code key, and escaping again without alerting the enemy. This mission will require either deductive reasoning or disguise, stealth, forgery, and perhaps some magical help as well.

Barracks Adventure: Sometimes the day-to-day life of a soldier is adventure enough. Low-level PCs will find plenty of challenge just surviving basic training if they're unlucky enough to have sadistic instructors, bullies in their unit, and friends who are running a black market ring from within the barracks. Rivalries between ostensibly friendly units are commonplace, and the PCs might infiltrate a rival compound to pull off an embarrassing prank or sabotage the rival's equipment before a major inspection. The officer corps might be a hotbed of political intrigue, with junior officers fighting



A ranger saboteur plants some explosives to undermine a bridge

for a limited number of promotions by means both fair and foul.

MILITARY ORGANIZATION

The organization of the modern army traces its structure back to the end of the Middle Ages. The medieval structure of knights surrounded by sergeants, men-at-arms, and archers, and leading a small force of conscripted peasants, slowly gave way to mercenary companies of soldiers led by a "head man" (*capitano*, in Italian) who were quite literally leased out to whoever could pay.

This captain was assisted by a lieutenant (the French word for "place holder"), who would stand in for the captain whenever needed. Beneath the lieutenant were the sergeants and the holders of a new rank established at the time, the corporals.

These mercenary companies eventually became permanent armies during the sixteenth and seventeenth centuries as countries in Europe grew larger and more powerful. Expanding national boundaries required larger militaries, so companies were combined into regiments and battalions. One of the captains was normally given the title of captain of the column (*colonella*, in Italian) and the responsibility for coordinating all the companies in the regiment along with the rank of colonel. Eventually, as fighting forces grew ever larger, it was necessary for someone to lead entire armies made up of multiple regiments or battalions. The original name of this rank was captain general, which was later shortened to general.

However, the idea of stratified leadership was not new to sixteenth and seventeenth century Europe. The legendary Roman armies had all the modern rank divisions still present in modern armies today, including everything from raw recruits, up through the rank and file, noncommissioned officers, subaltern officers such as the centurion (who commanded a hundred men), and senior officers.

Genghis Khan created a vast army in the harsh steppes of Mongolia using a simple rank structure of officers who commanded upward of a thousand men each. The Mongol army was divided into troops (*arban*) of ten warriors, squadrons (*jagun*) of one hundred warriors (ten troops), regiments (*minghan*) of a thousand warriors (ten squadrons), and divisions (*tumen*) of ten thousand warriors (ten regiments). Each of these units had a single leader, so command came from the top and was enforced all the way to the bottom of the structure by leaders at each division.

Like the Romans, the Mongol army had a division between officers who led large units and leaders of smaller units. Troops and squadrons were led by the *bagadur* (hero or commander), the Mongol equivalent of a knight; these commanders were elected by the troops themselves. The larger units—regiments and divisions—were led by *noyan*, who were the equivalent of a European baron, duke, or prince. These high-level officers were appointed by the

khan—in essence, they were given a commission to lead the khan's armies.

HISTORICAL MILITARY HIERARCHIES

The discussions of armies in this book use a modern military structure and rank hierarchy because that information is at least somewhat familiar to most players and should be easy to incorporate into the game.

Some DMs might want to use historical military systems in their games. Accordingly, presented in this section are a few major military hierarchies from history and their equivalents to the modern system. This should give DMs a feel for how to adapt other military structures for use with the valor system and the armies listed later.

The modern structure used in this book is described immediately below as a reference for DMs who wish to create new army organizations using historical or even fantastic sources. Note that most of the army structures described in this section do not utilize battalions.

MODERN ARMY STRUCTURE

Squad	=	10 privates and a corporal
Platoon	=	2 or more squads
Company	=	2 or more platoons
Battalion	=	2 or more companies
Regiment	=	2 or more battalions
Brigade	=	2 or more regiments

Feudal System

The feudal system was more about control of the land than the structure of the army. The ruler gave control over a portion of his or her holdings (called a *fief*) to a local noble. That noble would then pledge knights and men-at-arms (guards or professional soldiers) whom the ruler could call upon at need to protect the kingdom.

In a true feudal society, each noble owes his or her ultimate allegiance to the king or queen (or emperor/empress in some feudal systems, such as feudal Japan, medieval China, or Europe's Holy Roman Empire). The king or queen sits at the top of the hierarchy, with a prince or princess immediately below him or her.

Underneath the prince or princess come the various noble landowners, known as dukes and duchesses (for duchies), counts and countesses (for counties), and barons and baronesses (for baronies). Although they are not necessarily warriors themselves, these nobles hold the command power of modern officers.

Beneath the landowners come the knights, their squires, professional soldiers, and the trained militia.

FEUDAL MILITARY HIERARCHY

King/emperor	=	General
Prince	=	Colonel
Duke/county/baron	=	Major
Knight	=	Captain
Squire	=	Lieutenant
Men-at-arms	=	Sergeants
Militia/trained troops	=	Privates and corporals

In a feudal army, the basic army unit would be the company, which would include knights, squires, men-at-arms, and militia, all controlled by a noble with the rank of major. If a larger army was needed to fight off an invading horde, the prince/princess or king/queen would have to call upon multiple landowners to band their forces together, thus allowing for the formation of regiments and brigades.

Tribal Clan

A tribal clan structure is similar to the feudal system in that numerous leaders (khans or chiefs) leading individual military forces. Clan leadership is based on individual accomplishment or familial relationships, not on land ownership. This situation occurs, in part, because clans are often nomadic people who move from place to place to follow the food. This harsh life also made it necessary for leaders to be great warriors.

Family relationships were also important to clan leadership, since clans are normally familial units and part of a larger tribal structure. A tribe would consist of many clans all vying for the same food in a geographical area. This competition would easily lead to strife between clans unless the chiefs could find a way to work together.

When a strong chief is able to unite the clans, their combined military force can be quite formidable and extremely large. For the purpose of translation, assume a single clan's army to be no larger than a company (about fifty to one hundred warriors), led by the chief. When the clans unite under a universal (or *chingis*) khan, their soldiers might number in the thousands or tens of thousands, using the structure detailed on the table below.

In this hierarchy, which uses the Mongolian terms discussed earlier, a single clan's army would be led by a *noyan* chief with several *bagadurs* below him and perhaps a company of men equal to a *jagun* (squadron of one hundred warriors).

CLAN HIERARCHY

Bagadur	=	Corporal/sergeant/lieutenant
Noyan chief	=	Captain/major
Noyan duke or baron	=	Colonel
Chingis Khan	=	General

CLAN MILITARY STRUCTURE

Arban	=	squad	10 warriors
Jagun	=	company	100 warriors
Minghan	=	regiment	1,000 warriors
Turnen	=	brigade	10,000 warriors

Guerrilla Warfare

Guerrilla warfare has been a military strategy for centuries, typically used when a smaller force must rebel against an established (often tyrannical) government or when the residents of an occupied country rise up to try to throw out an invading army. For example, the Cossack cavalry dispersed into guerrilla units to battle Napoleon's occupation of Russia in 1812.

Guerrilla warfare has been used quite often by the Chinese, who rebelled against the English drug lords in 1841 and again during the Boxer rebellion in 1899. The definitive treatise on guerrilla warfare was written by Mao Tse Tung in 1937, based heavily upon Sun-Tzu's *Art of War*, which was written sometime around 400 B.C.

The basic tactic of a guerrilla campaign is multiple hit-and-run attacks by small units that engage a larger enemy force from numerous sides. One unit will attack a convoy or an advancing army by surprise to inflict casualties and make the enemy forces move toward it. That unit will then retreat while another unit attacks from the rear.

The small guerrilla units are able to retreat too quickly for the larger force to follow, and the larger force spends all its time moving back and forth searching for a disappearing enemy that seems able to attack from all sides.

Several units of five to twenty combatants can be combined to form cells, which can contain anywhere from ten to one hundred soldiers. The rank structure of a guerrilla army tends to be fairly chaotic, with multiple leaders directing units and cells. Some decisions might be made by the democratic process.

Cells tend to operate in overlapping areas, residing with the general population in the villages they visit on their rounds. This integration of soldiers into the larger population makes it nearly impossible for an occupying army to locate enemy soldiers, and the general populace becomes the intelligence and communication arm of the guerrilla army.

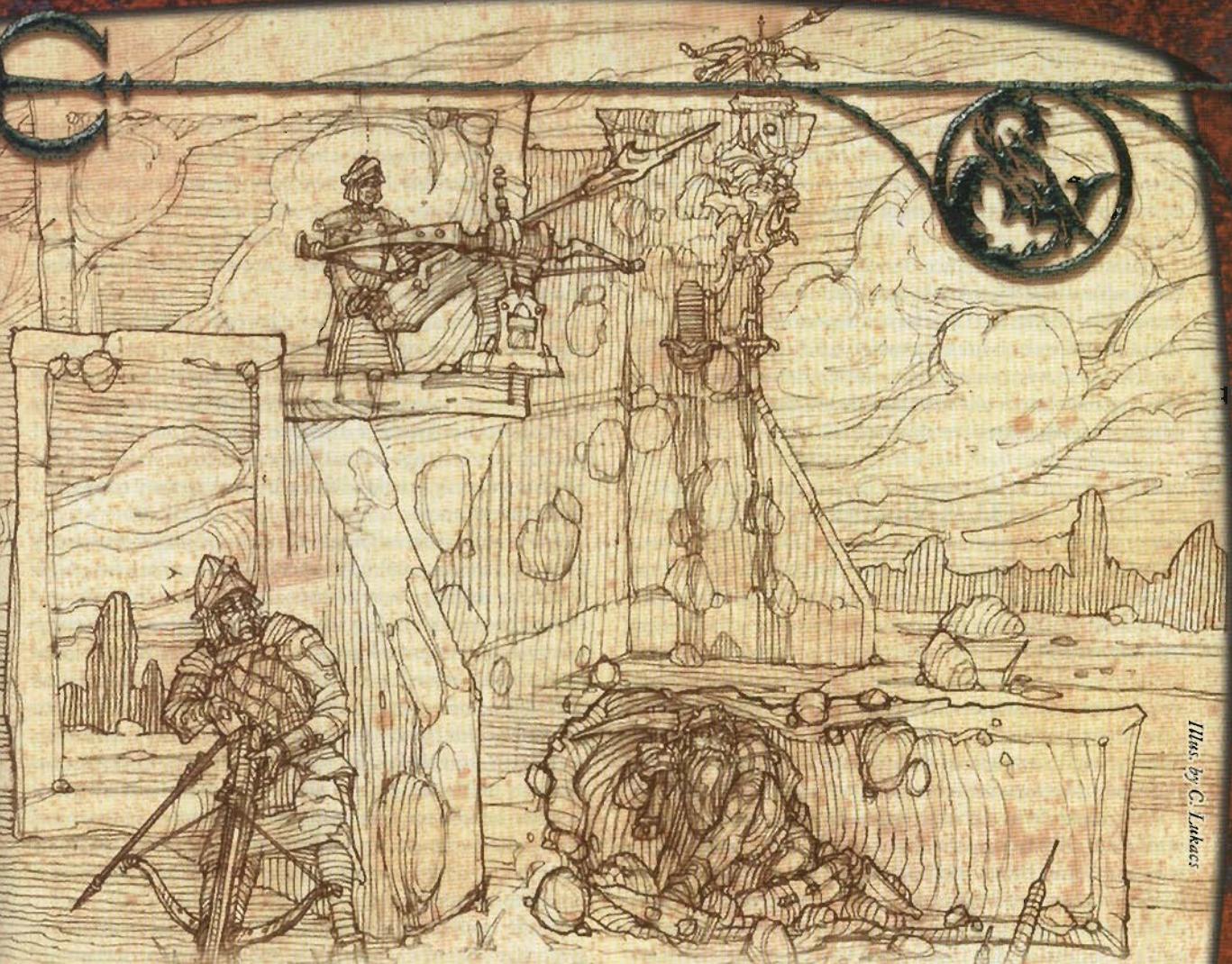
Villagers gather information about the enemy and provide that information to each cell that comes through. They can also pass on orders from one cell to another, giving officers of the guerrilla army a communication network for sending orders down the line to the troops.

In game terms, the cell is the basic organizational group of soldiers in a guerrilla army, probably led by a lieutenant or captain, depending on the size of the cell. Individual units within the cell would be led by sergeants or lieutenants.

BUILDING ADVENTURES

CHAPTER TWO

Illus. by C. Lukacs



Battlefield adventures mix familiar aspects of adventure design with new considerations that are part of the war genre. The tenets central to good adventure design in a traditional D&D campaign—balanced encounters, a player-driven plot, and a calibrated system of rewards for risk—still apply when you’re creating a battlefield adventure.

But you’ve got new concerns as well. You have to handle PCs who have relative freedom to move around an entire battlefield, picking fights as they choose. You need to know how the PCs’ actions affect the actions of thousands of NPCs. And you have to handle pacing in an environment where the larger battle will rage on even if the PC spellcasters are out of spells and their front-line melee combatants are sorely wounded.

Battlefield adventures are hybrids of the familiar and the new. They’re also hybrids that draw inspiration from both site-based adventures (such as traditional D&D dungeons) and event-based adventures (such as political- and intrigue-based scenarios).

Site-Based: A battlefield adventure takes place on a single site—the battlefield. By the time the battle begins, you’ll know the ins and outs of the defensive structures, terrain features, and other elements the PCs will be fighting over throughout the adventure. If a battle takes place in a forest, for example, you can bone up on the relevant battlefield elements in Chapter 3 of this book and page 87

of the *Dungeon Master’s Guide*. Elements such as cover and difficult terrain will be present in every combat you introduce, so you’ll be able to adjudicate the effects of terrain and obstacles quickly.

Even if the PCs go where you weren’t expecting, they’re essentially staying at the same site, so you can use the same battlefield elements and groups of enemies (called maneuver elements) to create encounters wherever the PCs have wandered. The players at your table will probably never know you didn’t have that specific encounter planned in advance.

Event-Based: In a battlefield adventure, the fortunes of allies or enemies can change rapidly depending on the PCs’ actions. If the PCs successfully infiltrate the enemy castle’s north tower, for example, they can silence the catapults that would otherwise keep the rest of the army at bay. Certain subsequent encounters become more or less likely depending on the choices the players and their characters make.

In some ways, events that occur during a battle serve a function similar to that the doors and corridors of a dungeon: They block off some possible future encounters while allowing access to others, and thus they channel the PCs’ efforts. But there’s one important difference. In a site-based adventure, the PCs can usually go back and explore areas they chose to bypass before. But events that transpire

on the battlefield can make some encounters thereafter impossible. If the PCs go around a trench network rather than through it, for example, they won't experience the encounter you had planned for them while they were in the trenches.

Maintaining the balance between site-based and event-based adventures is the key to having an exciting time at the game table. You want PCs to have a degree of flexibility—to travel over the same site on a variety of different missions. And you also want their choices to matter, as events they take part in build toward the battle's overall outcome, whether it's successful or disastrous.

HOOKING THE PCs

There are as many ways to motivate PCs as there are PCs. But within the gente of the battlefield adventure, some common kinds of motivators attract the PCs to the battlefield in the first place. Some fight for honor, king, and country. Others do battle for the promise of gold, or to settle an old score. Some have no choice in the matter, caught up in the winds of war against their will.

In order from least coercive to most coercive, here are some common motivators that prompt PCs to join an army and take part in massive battles.

Volunteer: When the kingdom faces invasion, heroes of all sorts rally around the flag and volunteer for the army to help defend their homeland. Many PCs will offer their service to king and country whenever some profoundly evil threat exists. Other PCs volunteer for different reasons: a sense of family or clan duty, the desire to escape an unappealing life at home and see the world, or simply because a friend or paramour recommended the military life.

Volunteer PCs tend to be self-motivated "good soldiers," so they usually don't need a lot of promised rewards to give a battle their utmost. The best missions for volunteer PCs give them a hand in the planning as well as the execution; some volunteers are such good soldiers that they fall into the rut of simply following orders rather than thinking for themselves.

Mercenary: These soldiers also volunteer for duty—but they make it clear going into the battle that the promise of tangible reward is what's keeping them on the front lines. Mercenary PCs are soldiers for hire, so they can move from army to army and from war to war with little difficulty.

Because they've chosen the mercenary life, these characters are keenly aware of the risks and rewards of combat. When you create battlefield adventures that use the mercenary hook, make sure you carefully balance the various rewards (experience points, gold, victory points, and recognition points) throughout the adventure so that the PCs never think they would be better off just quitting the battle and seeking their fortunes elsewhere.

Bystander: While most soldiers go off to war, some characters take part in battles simply because they find themselves on the battlefield. If the PCs are in a city that's suddenly besieged by a demon army, for example, they're effectively part of the city's defenses, whether they like it or not.

Adventures that hook PCs with bystander motivations can have great immediacy, because this motivation makes the characters feel like they have been thrust onto the battlefield and must use their wits to survive. But you have to provide tangible rewards at a steady rate for bystander characters, because otherwise they will likely flee rather than continue fighting.

Draftee: Draftees are on the battlefield because someone else is forcing them to be there. The most obvious form of conscription is a literal draft, in which a nation or region equips every able-bodied citizen it can muster. But there are other kinds of draftees, from criminals granted pardon in exchange for military service to young nobles who must serve a term in the army before they come into their inheritance.

The draftee motivation rarely works on player characters for long. They're generally capable and innovative enough to escape military service that they want no part of, and they often resent being forced to fight. This motivation works if the players willingly accept their characters' lot as draftees, but most players will find long-term draftee status to be demeaning, not motivating. The draft is a fast way to get PCs to the front lines of their first battle, but during that battle you should be thinking of ways to transition them to better long-term motivators. Maybe they grow to hate the enemy after losing friends in battle (turning them into volunteers), or good conduct earns them an offer to join a more professional regiment (giving them a mercenary motivation).

While the bystander and draftee approaches are coercive, that doesn't mean they're wholly inappropriate for hooking the PCs. The coercion that brought the PCs to the battlefield in the first place isn't necessarily strong enough to dictate their actions once they get there, after all. PCs have a long tradition of defying orders, or at least interpreting them in such a way that they get the job in a manner of their own choosing.

Furthermore, being drafted and getting direct orders from a superior officer provides the PCs with a clarity of purpose. They're undertaking the battlefield adventure because they were ordered to do so, and any second thoughts over whether it's the best long-term path to take is pointless. Once they have been given their marching orders, the PCs can simply buckle down and get to work on more pressing, less existential matters.

DESIGNING THE BATTLEFIELD

A battlefield is a big place, and mapping every 5-foot square of it isn't a very efficient way to spend your preparation time.

Instead, create a battlefield map on a piece of graph paper where 1 square equals 200 feet. It's a scale that lets you fit the whole field onto one sheet of paper, but gives you enough detail so you can improvise if the PCs go somewhere you weren't expecting.

To use examples from real-world history, the Battle of Agincourt had about thirty thousand soldiers on both

sides, and its battlefield map would measure 40 squares by 60 squares. The Battle of Gettysburg had troop density that approximates a fantasy battle like those portrayed in the movies. It involved one hundred seventy-five thousand soldiers on both sides, and its battlefield map would measure roughly 60 by 80 squares.

Don't hesitate to fill your battlefield map with interesting features. Terrain features give strategically minded players some tools to work with as they try to gain whatever edge they can. And in general, terrain features make for more interesting and memorable encounters.

As you draw your battlefield map, consider including some or all of the following features.

Terrain Topography: In all likelihood, your battlefield is not a perfectly flat area. You can use contour lines, like those on topographic maps, to show the elevation of slopes, hills, and gullies relative to normal flat terrain. Choose a vertical scale that makes sense for the overall battlefield, because you don't want to obscure all the map's other features with ring after ring of contour lines. For relatively flat battlefields, 20 feet per contour line is fine, and 50 feet per contour line works for hilly or mountainous battlefields.

The scale for your battlefield map is too large to determine exactly where gentle and steep slopes are. You'll put those on the encounter maps you prepare. The contour lines serve another purpose: They help you determine how far soldiers can see and how much of the overall battle the PCs can survey from any given point.

Even flat plains usually have some gentle undulation to the terrain, and such small slopes block line of sight. Vegetation and manmade structures (which you'll draw later) and elevation changes too small to deserve their own contour line can also block line of sight.

Vegetation: Mark on your map the presence of forests, hedgerows, and other kinds of vegetation that block line of sight, provide good hiding places, or slow movement. At the 200-feet-per-square scale, you aren't marking every tree, or even every grove of trees. You're marking stands of trees large enough to give an entire unit concealment or otherwise impact the armies' battle plans.

Some desert and mountain battlefields might have relatively little vegetation. If you're drawing a forest battlefield, on the other hand, it's probably faster to assume that most of the battlefield is covered with trees and instead mark clearings and other gaps in the forest.

Natural Obstacles and Hazards: Many a famous battle took place over a river crossing, so consider the presence of bodies of water on the battlefields you create. Cliffs, rocky terrain, and bogs also impact an army's ability to move and fight, so you should mark their locations as well.

Manufactured Structures: Now that you've created the battlefield's natural features, it's time to build things on it. First, consider what buildings might exist on the battlefield, whether they're simple farmhouses, secretive wizard colleges, or elf tree-house villages. Sometimes these structures are the prize that the two armies are fighting over, but other times they just represent the home of an unlucky farmer whose fields are now a military encampment.

If your battlefield is a city, your map will be covered with manmade structures. You don't have to draw every building, of course, but at the 200-foot scale you can indicate neighborhood types (temple district, slums, harbor quarter, and so forth) and the presence or absence of major thoroughfares.

Roads are vital in military planning because they provide fast travel across a battlefield that might be covered with vegetation, natural obstacles, and other hazards that impede movement. Add roads to your battlefield map, keeping in mind that armies have the manpower to build their own roads to set up efficient supply lines or allow greater tactical movement, should they care to do so.

Fortifications: Classic castle sieges have a preexisting fortification as their centerpiece. Drawing the walls and towers of the castle is important, of course. But your real work in such a case lies with the individual encounter maps (on the 5-foot-per-square scale) that show the field beyond a typical section of a wall—and, if the battle goes poorly for the defenders, the interior of the towers and maybe even the lord's personal chambers.

Not every fortification is built months or years before a battle takes place at its location. Armies construct all sorts of field-expedient fortifications on the eve of battle, from low walls to moats to trenches. Mark the presence of major trench networks and earthwork walls on your map.

Starting Lines: Now that you've got all the natural and manufactured features on your battlefield map, it's almost time to populate it with soldiers. But first, make copies of the map you've created thus far. You'll want copies when you chart the course of the battle (as described in *The Course of Events*, below).

Once you've made the copies, mark the starting positions of the two armies on your map. You don't need to identify which square every maneuver element stands in when the trumpets sound, but you definitely should mark which squares have soldiers in them at the beginning of the battle. Identify the soldiers by their tactical purpose (infantry, cavalry, and so on), and note the location of any elite or otherwise unusual units. If the lich-queen has fielded a unit of devourers, it's worth noting what part of the undead army's line they occupy.

Headquarters and Reserves: Placing an army's headquarters is a balancing act. The HQ should be close enough to the front lines that a commander can issue orders and get them carried out quickly, but far enough from the front lines that an enemy push won't seize the site and completely disrupt the friendly army.

Headquarters often are placed on high ground (so the generals can see what's going on) and near roads (so messengers can deliver orders quickly). Some armies might use magic to monitor the battle and communicate with their troops, so they can afford to keep their HQs in secure, hidden places.

Few armies put their entire strength on the front lines at the beginning of a battle. Most keep a quarter or more of their strength as a strategic reserve that they only commit at the critical juncture, whether good or ill. If the enemy

blasts a gap in your front lines, it's time to commit the reserves to plug the gap. If you've fought your way to the doors of the castle you're assaulting, commit the reserves to break through the doors after the main assault has worn down the defense.

Before that critical juncture, the reserves are usually lurking somewhere behind the front lines, often on or near a road that gives them quick access to the battlefield, near the headquarters, or atop a hill or other terrain feature that lets them monitor the course of events. Mark their location on your battlefield map.

Supply Lines: Soldiers have to eat and drink (well, most of them do), archers need arrows, and wounded troopers need access to bandages and healing magic. Unless the army is foraging for all its needs, those supplies are coming from somewhere behind the front lines. Mark on your battlefield map the routes that supply wagons take to reach the army, and where the army stores its supplies prior to dispersing them to front-line units.

Fantastic Elements: All the elements you've drawn on your battlefield map are ones that you'd find on a real-world battlefield map. But D&D is a game of high fantasy, so many of the battles will have an element of the fantastic about them. Don't be shy about adding overtly magical elements to your battlefields, whether they're just there for descriptive effect or have some strategic function. Maybe the fantastic element is a tool one army can use to gain an advantage over the other, or perhaps the fantastic element is what the two armies are fighting over.

For example, a huge pillar of fire appears at the center of the battlefield, and neither army knows why. It illuminates 400 feet away as brightly as daylight, even at night, and the battlefield squares adjacent to it are areas of severe heat (as described in *Heat Dangers*, page 303 of the *Dungeon Master's Guide*). The presence of the pillar won't have a huge impact on the battle, but it'll make the battle more memorable, and it might lead to a future adventure if the characters are curious about why it appeared.

Or perhaps the battlefield has Stonehenge-like circles scattered across it, and anyone standing within such a

circle gains fast healing 1. Control of the circles becomes an important key to winning the battle, because battered units can more quickly restore themselves and rejoin the fray.

A portal between an underground realm and the Elemental Plane of Earth might draw the attention of warring dwarf clans, both of whom will stop at nothing to claim the portal and start mining gems from the caverns of the Plane of Earth. The inky-black pit surrounded by crumbling rock is the focal point of the battle, and whichever army seizes and holds it wins the battle.

THE COURSE OF EVENTS

Now you know how the battlefield looks at the beginning of the battle. But just as no plan survives contact with the enemy, no battlefield map is accurate once the trumpets of war sound.

Go back to the copies you made of the battlefield map. Now consider how the battle would play out if the PCs weren't taking part. At periodic time increments—every two hours during the day and once at night works for most battles—draw a new map that shows how troops have moved around. You're creating a time-lapse version of your battlefield map, taking the battle from its beginning to its conclusion.

That means you're deciding who wins the battle—and that's okay. The PCs will still have their chance to influence events using victory points (explained on page 78). Right now, you're establishing the baseline result. If the PCs are clever and heroic, they can earn enough victory points to turn the tide of battle upward from the baseline. If they're cowardly, unlucky, or overmatched, their army might do worse than the baseline result you've established.

Concern yourself only with major troop movements—ones that result in territory changing hands or that otherwise have an impact on the outcome of the battle. For example, a battle between orcs and elves might begin with an orc infantry charge across no-man's-land, which is repulsed by elf archers. Two hours later, elf skirmishers try to

MOVEMENT ON THE BATTLEFIELD MAP

One convenient aspect of the 200-feet-per-square scale is that 200 feet happens to be how far an armored foot soldier will march in a minute's time, given good terrain. That makes it easier to figure out how long it takes to get from one part of the battlefield to another.

Troops can hustle, of course, but they'll also have to contend with all the terrain features you drew that slow movement, such as forests, bogs, and so on. One of the most important "terrain features" troops must contend with is the presence of other friendly troops. Unlike the tactical scale, which allows creatures to move through friendly squares unhindered, the battlefield map scale imposes a half-speed penalty for moving through a friendly unit. No matter how well organized they are, it takes time for two crowds of people to move through each other.

Because of the small scale of the battlefield map, it's easiest to just count up the number of ways movement is impeded, and cut the unit's speed in half for each one. Simpler is better on the battlefield map, because you're just trying to get to the next encounter—and hence the next fun playing experience.

All the following conditions cut movement on the battlefield map in half:

- Significant terrain in the square, such as forests or hills. Count each terrain element separately; a square with both forest and hills will reduce movement to one-quarter normal.
- Friendly units in the square.
- Significant fortifications in the square.
- Unit is trying to move stealthily.
- Unit is moving in the dark (even if it has light sources or dark-vision; it's hard to navigate when you can see only a few score feet in front of you).

infiltrate across no-man's-land, but orc patrols catch them. Six hours after the battle begins, the orcs finally get their siege engines set up, and they begin a withering bombardment of the elf lines. The orc infantry charges the elves during a break in the bombardment at the 8-hour mark, and the elves only barely repulse the charge. So far, you've drawn maps for the battle start, the 2-hour mark, the 6-hour mark, and the 8-hour mark.

The orcs make a few probing attacks during the night, but the elves know they won't withstand the more serious assault that's sure to come in the morning. So they send their elite cavalry around to attack the orc rear at dawn. This surprise attack is spectacularly successful, and the orc army has to withdraw in disarray after most of its supplies are captured and its headquarters destroyed. Now you've drawn two more maps: a nighttime one showing the path of the orc probes and the elf cavalry ride, and a battle's end map showing the direction of the cavalry charge and the orc retreat.

Your time-lapse maps don't need to be things of beauty. The maps exist so you'll have an answer when the PCs climb a hilltop and ask what's going on across the river. Time-lapse maps also give you a degree of control over the pacing of the adventure. If the PCs are attached to an elf infantry unit, you know how much time they have to prepare between orc charges.

THE ADVENTURE FLOWCHART

Now that you know the course of the overall battle, it's time to figure out the PCs' role. Depending on the PCs' position in their army, they might be assigned any number of missions during the battle. The success or failure of their first mission affects their subsequent actions on the battlefield, and those actions in turn lead to more possibilities. Whether the PCs' army wins or loses the battle, the characters themselves will be busy until the last blow falls.

The easiest way to manage the myriad possibilities on the battlefield is to create a flowchart showing how the success or failure of the PCs—and the decisions they make after each victory or loss—leads to further missions and encounters.

Such a flowchart becomes your adventure map. The characters will move from encounter to encounter on your flowchart, choosing directions when they face strategic dilemmas and hoping to pick up as many victory points and recognition points as possible along the way.

The flowchart you create is a combination of the overall battle, which you've mapped out, and the PCs' role in the friendly army. To use the above example, characters attached to elf infantry would have a flowchart in which the orcs' charges figure prominently. Each orc charge is an important box with various lines leading from it depending on whether the characters turned back the charge (and whether they chased the retreating orcs) or whether the orcs forced the PCs and nearby allies to retreat.

But if the PCs are part of the elite elf cavalry, they'd have a very different flowchart—one that showed how their decisions about speed and stealth determined how many encounters they had during their encirclement of the orc horde, and whether they reach the orc HQ before dawn.

MAKING MEMORABLE ENCOUNTERS

At its heart, a battlefield adventure is a collection of tactically interesting and dramatically suspenseful encounters. (The same is true of standard D&D adventures, by the way.) Before you start drawing the lines that connect the boxes in your flowchart, come up with as many interesting situations as you can. In other words, fill up the boxes in your flowchart with cool stuff before you draw the lines connecting them.

Don't design each encounter completely—that comes later. But think of a short phrase that answers the question "What is this encounter about?" Depending on the battle you're fighting and the PCs' roles within it, you might come up with encounters such as "a night fight in a network of trenches," "a combat with heavily armored ogres," "a search for a hidden sniper," and "a chance for the PCs to rally some demoralized friendly troops."

To assist in your brainstorming, here are some elements that can make for memorable encounters. Not every encounter should have every element, because most of the elements discussed below add both interest and complexity to an encounter. Make sure you don't put so much into an encounter that it becomes unwieldy and isn't fun for you to run (or the players to play) at the gaming table.

Terrain: No matter where the battlefield lies, it has all sorts of cover, concealment, and difficult terrain that the PCs must contend with—and turn to their advantage. Even if the battle is taking place on a plain, give the PCs some varied terrain to work with. A farmer's field will have hedgerows that provide cover, plowed earth that's so soft it counts as difficult terrain, and unharvested crops that offer concealment to those who hide among the corn rows. In general, the more diverse the terrain, the better the game.

Varied Enemies: Just as PC groups benefit from specialization (fighters are good at melee, clerics heal, wizards throw fireballs, and rogues sneak), so too do enemy units improve when not everyone is good at the same thing. An encounter with hobgoblin warriors gets more interesting if they're accompanied by a hobgoblin cleric to heal their wounds or a bard to inspire them in battle. The PCs now have to assess which hobgoblins are the greatest threat throughout the combat rather than simply wading into battle and lashing out at the nearest monster.

It's easy to go too far, however. If you create widely divergent statistics for every hobgoblin in the squad, you'll be flipping between statistics blocks throughout the combat, and the pace of battle will slow to a crawl. Two or three different kinds of NPCs per encounter (a basic trooper, a specialist of some kind, and a leader) is enough to provide variety without making your head explode.

Monsters on the Battlefield: A steady diet of humanoid spear-carriers doesn't make for an exciting battlefield adventure—even if it's "realistic" that such rank-and-file encounters comprise most of the PCs' fighting. Some monsters make terrific (not to mention terrifying) opponents on the battlefield. Unlike their real-world counterparts, fantasy armies must face such varied threats as boulder-throwing giants (artillery), doppelganger infiltration teams, and dragons flying close air support.

It's particularly striking to take monsters out of their usual environment and "repurpose" them for the battlefield. Maybe an army puts barding on trained carrion crawlers and sends them toward enemy lines prior to a major assault. Perhaps another army loads its catapults with magic urns that each contain a gray ooze that eats away at the stockade walls when the urn breaks.

Magic Elements: Most armies use magic to give them an advantage on the battlefield, and the PCs will have to contend with enemy magic as they employ spells of their own. A battle against a squad of undead troopers becomes more difficult when they're within a *desecrate* effect; do the PCs attack the undead directly or try to remove the desecration first? Or perhaps the PCs must ambush an enemy convoy—a task made much easier if they're attacking from within *hallucinatory* terrain.

Not every encounter needs a magic element, because the PCs bring a lot of magic to the table themselves. If you include one or two encounters where a pervasive magic element has an important influence on the outcome, you'll stretch the players' strategic thinking and emphasize that they're playing a high fantasy game, not a medieval warfare simulation.

Environmental Effects: Even a routine battle becomes more tactically challenging when it takes place in the dark, in driving rain, or during a catapult bombardment. If the PCs adapt to the environmental effects you describe, they can get an edge on the battlefield. They can hide in the morning fog, for example, advance between volleys of arrows from a nearby unit, or sneak behind enemy lines during the dark. Environmental effects can add dramatic tension, too, as high winds stymie the PC ranger's sniping efforts or rain turns the battlefield so muddy that the PCs can't retreat fast enough to avoid a trebuchet barrage.

Complex and Multiple Objectives: When the PCs have more complex goals than "overcome the enemies," they have a greater tactical challenge. It's harder for high-level PCs to seize a tower if they aren't supposed to destroy

it in the process, for example. Perhaps the PCs are ordered to seize prisoners for interrogation, forcing them to win a fight but pull their punches to leave as many enemies alive as possible. And what if the PCs are chasing retreating enemies northward when they see a single enemy flee westward on horseback? Whom do they chase?

Timed Elements: Many military plans rely on a specific sequence of events: Unit A has to seize the hill before Unit B moves through the valley to distract the enemy cavalry so Unit C can charge the enemy's lines. More complicated plans require simultaneous movement among different units, so the PCs must not only overcome the challenge but must do it at a specific time.

For example, say the characters are defending a castle's main gate from the battlements overhead. When a platoon of gnolls charges with a battering ram, the PCs can't afford to take their time picking off the gnolls. They've got only a few rounds to kill enough gnolls to render the battering ram ineffective. The PCs know that the clock is ticking, so they'll choose tactics that maximize their effectiveness for a few rounds (such as jumping off the battlements and engaging the gnolls in melee), even if those tactics wouldn't be the best in the long term (because now the PCs are outside the walls and more vulnerable to attack themselves).

You can also put the PCs "on the clock" for multiple encounters in a row. If they have to clear out a mountain watchtower by sunset, for example, they might have to rush past hobgoblin sentries on the trail, an ogre trying to start avalanches from the base of the watchtower, and then the bugbears in the watchtower. The time pressure isn't as intense—it's not an "every round counts" situation—but the players will feel a sense of urgency as their characters rush up the mountain.

ENCOUNTER PACING

As you build encounters for your flowchart, consider adding some boxes that let you slow down the pace of encounters in game-world terms. If you have a typical group of PCs, the spellcasters will be out of spells after a half-dozen encounters. Depending on their access to healing magic, the PCs might be badly wounded or in perfect health.

If you don't take an active hand in controlling the pacing of your battlefield adventure, PCs left to their own inclinations can wind up in trouble because there are always more enemies to fight. If the fighters are healthy

BATTLEFIELD ENCOUNTERS

Chapter 3 details a number of encounters that are ready-made for a box on your flowchart.

- Cut supply line
- Reinforcements
- Destroy artillery
- Prisoner exchange
- Left behind
- Take out the trebuchet
- Get 'em out alive
- King of the hill

If you use these encounters in a battlefield adventure that's part of your ongoing campaign, you might want to replace the enemy forces described on pages 46 through 53 with ones of similar Encounter Levels that are more appropriate for the fantasy army the PCs are fighting.

To design your own fantasy army, see the relevant section on page 24.

but the wizards are tapped out, some of your characters will go for action while others recommend rest—a recipe for splitting the party. And if the campaign stakes for the battle are high (a titanic battle between good and evil, for example), the PCs might feel compelled to continue fighting even after expending all their resources. In a typical dungeon, characters can often come and go as they please, so they have control of their game-world pacing. But the battle itself won't be around forever (in most cases), so PCs in the adventure you're creating don't have that luxury.

In-Battle Downtime: You can avoid depleting the PCs' strength and resources to a perilous level by creating in-battle downtime for them—time away from the fight while the battle continues. This concept is similar to strategic downtime (discussed in Chapter 1), differing in the degree to which the characters remain directly connected to the events of the adventure while taking a break from the actual fighting themselves. During strategic downtime, the PCs might leave the vicinity of the battle and do something besides fight the enemy; during in-battle downtime, they remain close to the action but aren't currently engaged with the enemy themselves.

You can set up both short in-battle downtimes (in which the PCs have up to an hour or two between encounters) and long downtimes (enough time for spellcasters to rest and prepare spells). Doing so gives the PCs a fair shot at overcoming repeated challenges without punishing the spellcasters or forcing the PCs to fight beyond the limits of their endurance.

In-battle downtime works best as a DM's tactic when you explain the slowing of the game-world pace with a reason tied to the game world. Here are some ways to justify in-battle downtime.

Awaiting Orders: If the PCs are taking orders from higher-ups, they might have to wait for further orders after an encounter—especially an encounter that succeeded or failed spectacularly. If a runner has to make her way through a tangle of friendly troops, find the correct headquarters tent, and wait for the commander to decide what to do next before returning to the PCs, it might be hours before they get new instructions. Even if the PCs can communicate magically with their commanders, they might have to wait a long time for new orders. The commander might be pondering a strategic dilemma, waiting for something to happen elsewhere, or simply too busy to issue new orders to the PCs right away.

Ordered to Hold: No army is perpetually in motion, mainly because it's much harder to keep track of moving units than it is to command stationary lines. PCs who do particularly well might have to hold their positions until the rest of the army catches up (in either a geographic or strategic sense of the term). Unless an army has an overwhelming reason to hurry, most commanders will take care to consolidate gains made on the battlefield, make sure supply and reinforcements are ready for the next phase, and keep the various units that comprise the army working as a cohesive whole. That means the PCs might

bide their time for several hours before the army needs their services again.

Grunt Labor: Even elite troops sometimes have to dig their own trenches. If another front desperately needs a supply wagon but the drivers are casualties of war, the PCs might get pressed into service as teamsters. You can provide in-battle downtime by giving them orders that don't necessarily involve combat or NPC interaction but still take up game-world time.

Environmental Delays: When thunderstorms gather across the battlefield, the weather makes communication, fighting, resting, and reconnaissance more difficult and often results in delays in the plans of both armies. Bad weather is a chance for PCs to rest and make further battle plans—and you get the side benefit of using the storm to account for changes in the terrain (a mud-soaked field can be much harder to cross than dry earth) and possible changes in the enemy army (the arrival of new troops, a stealthy retreat of an outnumbered army, or the like).

One obvious environmental delay is nightfall. If neither army has many soldiers with low-light vision or darkvision, it's almost impossible to organize much more than sporadic skirmishes at night. Besides, most humanoid armies need to sleep periodically to be at their best. And even low-light vision and darkvision aren't as good as the sort of vision allowed by ordinary daylight. Imagine yourself sneaking around a lightless battlefield, able to see only enemies and landmarks that happen to be within 60 feet of you. Even dwarf or orc armies fighting on the surface curtail their activities at night, because it's too easy to lose contact with your comrades in the darkness. The only armies that push on despite darkness are the truly desperate and those armies that can see in the dark and never need to sleep, such as undead armies or forces made up of constructs.

Travel across the Battlefield: It might seem simple to move from a stationary army's right flank to its left flank, but doing so can be time-consuming. The rear echelon of an army can be a chaotic place, with supply trains moving in and out, patrols questioning everyone for passwords, and old fortifications hindering movement. If the PCs are traveling to join a unit that is itself on the move, the journey can take even longer because it's hard to find a specific unit amid the tumult of battle.

Only in a rare battle will such travel take more than a few hours, so this is a better justification for short downtimes than long downtimes. (It's hard for spellcasters to rest while they travel in any case.) But travel behind the lines typically involves neither combat, NPC interaction, nor tough decisions on the PCs' part, so it's a good way to provide some downtime and then get back to the action quickly.

Assigned to the Reserves: Particularly if the PCs have elite status within their army, they might get assigned to be part of the army's reserves. Commanders generally commit their reserves only when the situation is critical—on either the verge of a breakthrough or the brink of disaster. This arrangement ensures that any task the PCs undertake

is infused with drama, because commanders don't give routine tasks to their reserves. Finally, this justification is a good way to keep the PCs guessing about their role in the unfolding battle; they don't know whether they'll be attacking or defending, and as reserves they're almost always charging into a fluid situation on the battlefield.

Guard Duty: Every aspect of the allies' army, from its front-line troops to its rear supply wagons, is a target for the enemy. That means that almost everything needs to be guarded. Many missions in wartime can be boiled down to "Make sure this spot stays in our hands." If you want to give the PCs some simple downtime, have a commander task them with guarding something important—then don't have the enemy attack.

The siege of a castle is a good example of a battle that could include a lot of guard duty. If the PCs are defending the castle, they have downtime whenever the enemy isn't pressing the attack. They can sally forth on counter-raids, but doing so is much more dangerous than simply accepting the downtime and later continuing the fight from behind the safety of the castle's fortifications.

Telegraphing Downtime Length: Sometimes it can be a good idea to let the PCs know roughly how long a particular period of in-battle downtime will last. If you're using an environmental delay, a PC ranger (or allied NPC) can tell with a DC 15 Survival check that the bad weather will last all night. If the PCs are guarding a position, you can have a commander tell them that intelligence indicates the enemy won't attack it until tomorrow at the earliest.

But you don't always have to tell or hint at how long a downtime will last, and don't give away the length of a rest period if it isn't truly downtime. If the PCs have sentry duty in the trenches during a night when an orc raid is expected, they should anticipate getting into a fight within a few hours.

Don't Play out Downtime: When you build downtime into your battlefield adventures, make sure it's truly downtime, not something that will take up time at the game table. If you assign the PCs to guard duty, make sure the players don't spend a half-hour of real time deciding what the watch schedule will be. You can just get a quick sense of what each character is doing during the downtime, then announce, "The walls are quiet until shortly after nightfall, when..." Remember, you're trying to advance the game-world timeline and give the player characters a chance to rest. The players themselves don't get a rest; you want them to stay immersed in the action.

FILLING IN THE BOXES

Now that you know what each box in your flowchart contains in general terms, it's time to get specific. You need to detail the opposition, provide maps where necessary, and figure out how you'll reward PCs after each challenge they successfully overcome. Once you're done filling in the boxes, you'll link them together in a simple flowchart, and you're ready for adventure.

Two example flowcharts are provided on page 25 and page 26 to show how the technique works in practice.

DESIGNING A FANTASY ARMY

When you design a fantasy army, it's generally a waste of time to create complete statistics for every soldier. Even the busiest group of PCs will come into contact with only a tiny fraction of an army during a given battle. That tiny fraction is all you need to worry about. You can just describe the rest in general terms.

The central task in creating a fantasy army is designing the maneuver element: a cohesive group of soldiers that move around the battlefield together. If the army you create has interesting maneuver elements, it'll be fun for the PCs to interact with, whether as enemies or allies.

THE 60-MINUTE ARMY

It might be tempting to design every last detail of a fantasy army, developing a comprehensive force structure, listing every last bit of equipment carried by every kind of soldier, and describing the heraldry of each unit down to the last chevron.

Don't bother. Such details are usually lost on your players, and that's time you could instead spend on creating fun encounters and compelling adventures. Instead, spend only a few minutes designing the parts of the army you'll actually use. By following these guidelines, you'll have an army outlined in an hour or less.

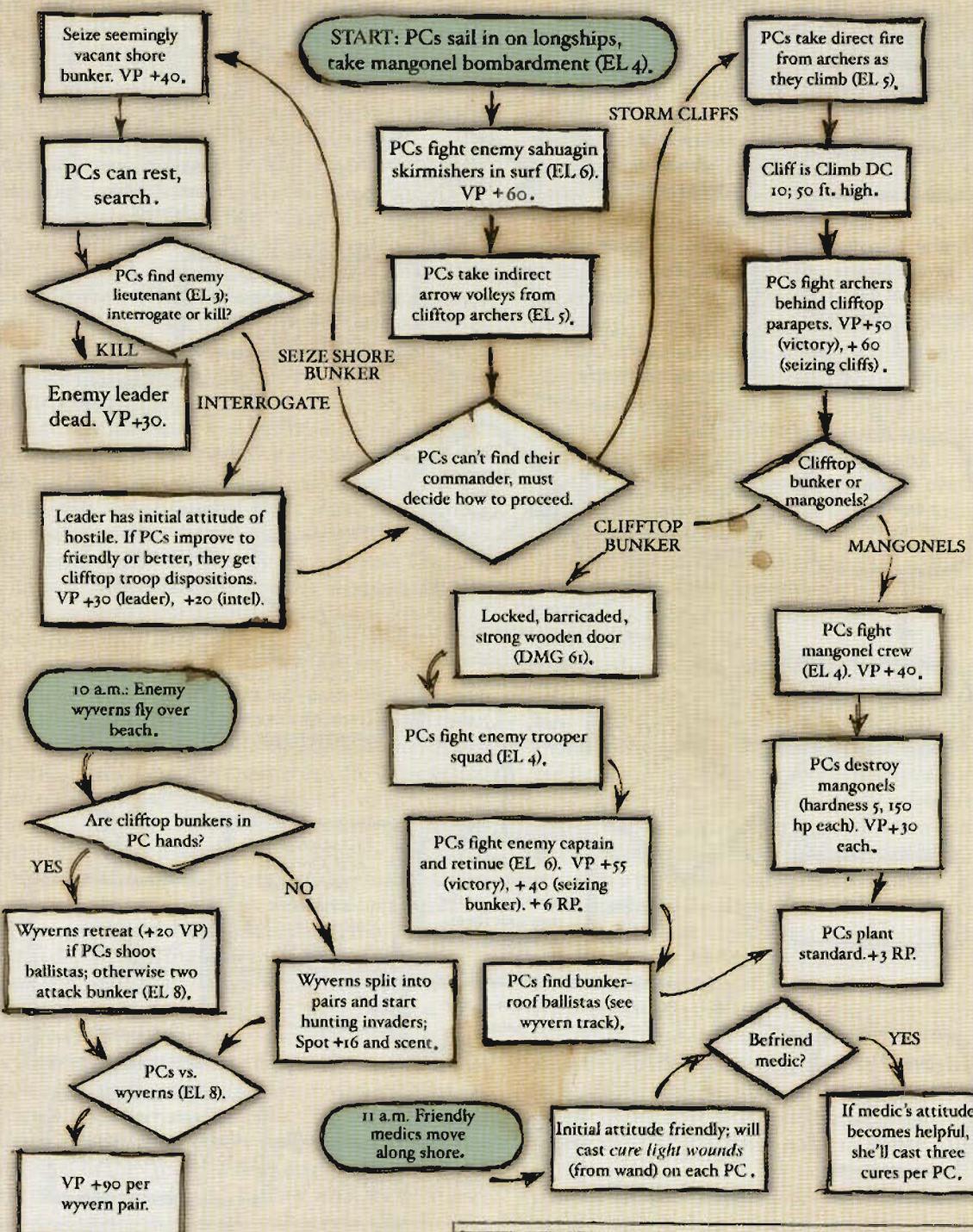
Develop Maneuver Elements (20 minutes): The most important task when creating a fantasy army is to come up with interesting groups for the PCs to fight (in an enemy army) or otherwise interact with (in a friendly army). In this step, you'll create maneuver elements—small groups of enemy soldiers that move and fight together.

The same design principles that work in standard D&D adventures work when you're designing a maneuver element for a fantasy army. You want enough creatures on the battlefield to make for a tactically interesting fight, but not so many that the combat becomes unwieldy for you or the players.

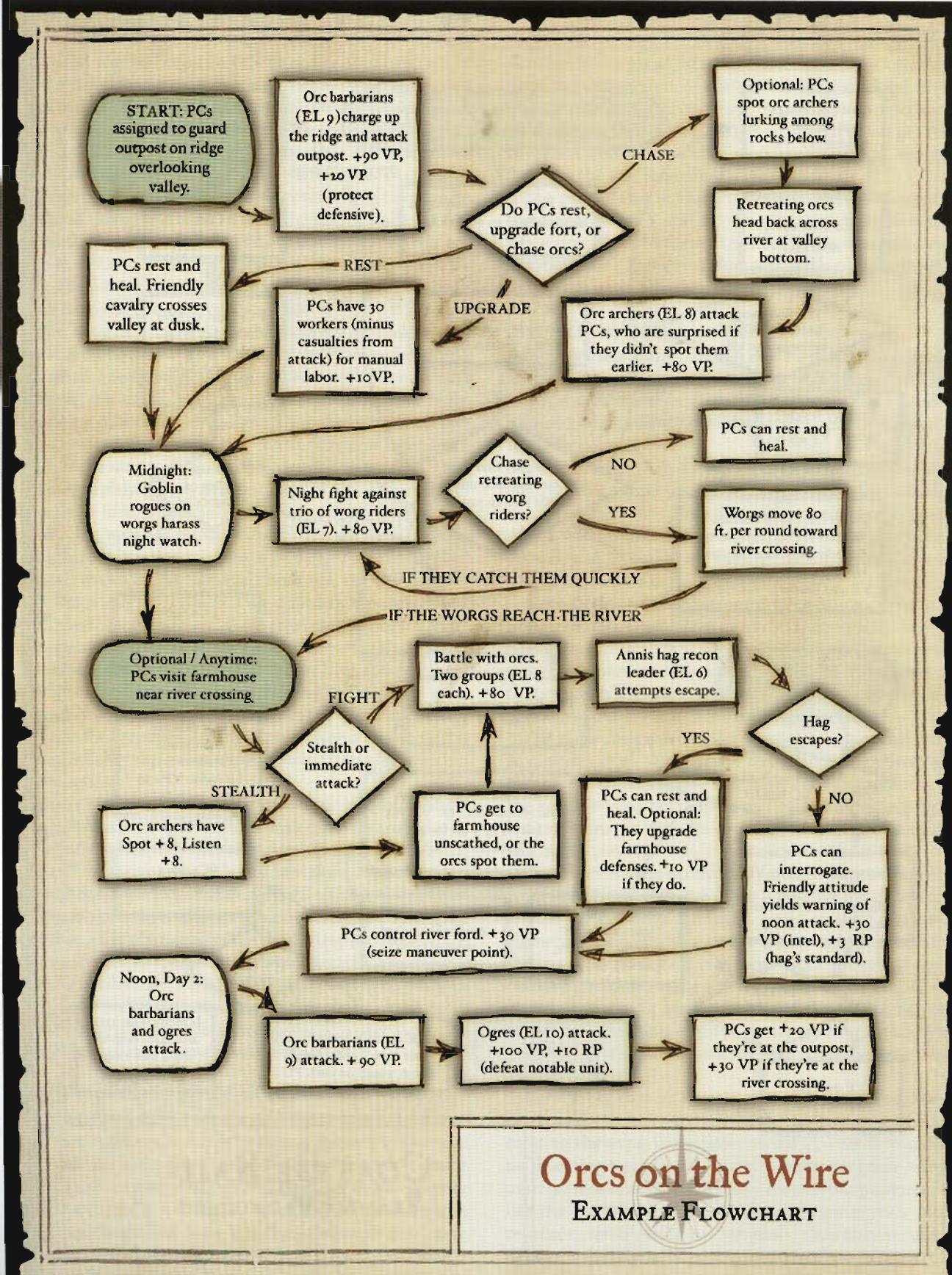
A maneuver element usually contains between six and twelve creatures, although fewer is possible if the creatures are large or powerful monsters. Avoid creating maneuver elements that have more than a dozen creatures, because the extra creatures are just more work for you to keep track of and don't make the encounter more fun. If you want to run a fight against hordes of opponents, throw a maneuver element of eight to twelve creatures at the PCs, then introduce another enemy maneuver element a few rounds later.

Remember that in a battle, more than eight monsters rarely make a challenge any harder, so you're justified in capping the experience point award at what it would be for defeating eight foes. Especially in the war genre, where morale rules make it more likely for surviving enemies to flee the battlefield, PCs don't expend significantly more resources in defeating twelve gnolls than they would in defeating eight gnolls.

It's also tempting to individualize the enemy troops you design, creating a group where every member is a specialist



COASTAL RAID
EXAMPLE FLOWCHART



of some kind. Especially among humanoid armies, adding different classes is a good way to establish roles within the maneuver element. An orc warband leader who is a bard, for example, will behave very differently from one who is a rogue or a wizard. But you should limit your maneuver element to two or three different kinds of creatures. It's hard to keep track of everything in a fight when you're juggling four or more different statistics blocks—and the extra complexity will probably be lost on the players in any case.

You can differentiate creatures within a maneuver element by adding levels of different classes (such as a band of warriors with an accompanying cleric) or by mixing different creatures together (such as a mind flayer leading a force of grimlocks). You can also equip the members of a maneuver element differently (for example, giving the sergeant a magic weapon and better armor than the rest of the troopers) or give them different feats (say, a group of archers in which half are long-range snipers with Far Shot and the other half are infantry support with Precise Shot).

The simplest maneuver element, and one of the most common, consists of a number of identical minions led by a single boss creature (often of higher rank). The orc barbarian who leads a number of orc warriors presents a greater challenge than the rest of his ilk, and he reminds the players that not all monsters are created equal. The boss-and-minion arrangement also gives the PCs an opportunity to employ tactics useful against a number of lower-level opponents (such as Whirlwind Attack) as well as techniques for fighting single foes (such as *hold person*).

A second arrangement common in maneuver elements is a rider with a battle-capable mount. PCs will often target the steeds rather than the knights atop them, so you'll need to be familiar with what the mounts can do. Worg-riding goblins, elf paladins astride unicorns, and dragon-riding githyanki all fall into this category. Because the interaction between rider and mount can be complex, it's okay to make mounted maneuver elements smaller than infantry maneuver elements. Three to five mounted opponents are plenty for a good D&D battle, especially if the mounts are likely to keep on fighting after their riders fall.

When you begin your design work, create an infantry maneuver element that's strong in melee combat (but perhaps has a ranged capability as well). Then design a cavalry unit, which will often be mounted riders but might also consist of single creatures that are naturally fast. As your time allows, design a maneuver element specialized in ranged attacks, then others such as shock troopers, commandos, or the crew of a siege engine.

Describe the Rank and File (5 minutes): You've already designed the maneuver elements that the PCs will spend most of their time interacting with, but it's also useful to know what the average trooper of your fantasy army can do. If mid-level PCs are up against a goblinoid horde, they'll probably spend most of their time facing off against bugbears, hobgoblin fighters, and the ogre mercenaries the goblin warchief hired. But it's worth a few minutes to decide how the rank-and-file goblin and hobgoblin are armed.

If the PCs are low-level, you can skip this step, because the maneuver elements you created are probably the rank-and-file elements of your fantasy army.

Outline the Force Structure (5 minutes): Even a raging horde of orc barbarians or a shambling column of hungry ghouls has a semblance of organization. Spend a few minutes sketching a rough outline of how your army organizes itself—information such as “Sergeants command eight warriors each, lieutenants give orders to three sergeants, captains have three lieutenants plus staff” is a good start. Come up with names and brief descriptions of some leaders, even if the PCs are unlikely to meet them face to face—it's always good to have a name or two ready if the PCs decide to engage in battlefield interrogations.

List the Ranks and Decorations (5 minutes): Most modern-day armies have adopted a European system of ranks, the familiar private-to-general hierarchy. But there's no reason why fantasy armies can't have different titles for their ranks. As described on page 75, most fantasy armies have ranks that correspond to commander ratings from 1 to 7. Create a rank for each commander rating. Call it “captain,” “chieftain,” “honored marshal,” “eye of the goddess” or whatever you like, but don't refer to it merely as “commander rating 4.”

When designing an army the PCs will be fighting alongside (rather than opposing), spend some time creating a system of decorations as described in *Designing Your Own Decorations*, page 90.

Describe the Heraldry and Standards (5 minutes): Start with the maneuver elements you've created—what insignia do they have that identifies them to their comrades and strikes fear in the hearts of their enemies? Who carries the flag or other standard, and how important is it? You don't need to come up with a comprehensive identification system, but it's worth noting that in this army elite troopers always have red shields, for example, or that the standard-bearer in a particular unit is almost always a bard.

Create Some Commanders (10 minutes): Eventually the PCs will come into contact with an army's commanders, whether they're fighting alongside or against an army. This step can take less time if you're designing a friendly army. For allies, you need only create some sample names and ranks, figure out what classes and levels they have, and develop the statistics that PCs will actually test (such as *Sense Motive* modifiers and *Will* saves). Unless the allied commander is likely to fight shoulder-to-shoulder with the PCs, you don't need to create his complete statistics block.

However, you should be prepared for the PCs to fight enemy commanders—the headquarters attack is a staple of the genre. Let your adventure flowchart dictate which commanders you spend time developing. As a rule of thumb, give the highest-ranked enemy commander the PCs are likely to meet a Challenge Rating 1 or 2 higher than the PCs' average level.

Sketch out a Fortification or Siege Engine (5 minutes): This rough map gives you an extra encounter site if the PCs explore someplace you weren't expecting, and

it gives you an idea of what more elaborate sites are like. Depending on the army, you might sketch out a watch tower, a crenellated wall, an elephant-drawn battering ram, or a trio of self-propelled, animated ballistae.

Extra Elements (5 minutes): Finally, take a bit of time to create something specific for the army you're designing. If the army is invading a kingdom known for its network of castles, decide which siege engines the army employs to knock down walls. If the army relies heavily on magic, figure out how it protects the spellcasters in its ranks.

Or, spend this time familiarizing yourself with D&D rules that your fantasy army will use a lot. If you're designing an undead army, for example, you'll want to know the turning rules, and you'll want to figure out the effects of unhallowed or desecrated areas on the army.

BUILDING BATTLEFIELD ENCOUNTER MAPS

In a fantasy world, nearly any location can become a battlefield, from the heart of a teeming metropolis to the farthest ends of the polar frontier. This section identifies the features PCs will be hiding behind, climbing over, and spilling blood to defend no matter where their battle takes place. For important encounters in your battlefield adventure, you'll want to prepare maps with the same care you use when you design dungeon rooms.

Not every encounter on your flowchart need have a detailed map, especially if you're comfortable sketching interesting terrain right before the encounter begins. It's simply not realistic to map the whole battlefield at a 5-foot scale and, depending on the freedom of movement the PCs have, you might not know exactly where the encounter will take place anyway.

But if you know certain battlefield sites will be important to the PCs, each site is worth a 5-foot-scale encounter map. Your battlefield map tells you the dominant terrain type and what structures exist at the site. Chapter 3 gives you many of the building blocks you need (everything from crenellated walls to piles of corpses) to fill your encounter maps with interesting elements for PCs to fight in, on, and around.

Reusing Maps: One of the benefits of a battlefield adventure is that it's easier to use the same map for multiple encounters. The time you take to make a cool encounter map pays a bigger dividend as you use it more. The PCs will probably only visit a particular dungeon room once or twice, but in a given battle they could easily have a half-dozen encounters as they defend the same tower from various enemy attacks.

Not only does reusing the same map help you, but it provides a useful sense of familiarity for the players. They feel smart once they learn that there's a particular spot where an archer has line of sight to the entire canyon entrance, or when they see firsthand how treacherous the scree on the mountain slope is. If the PCs know they'll be spending some time in a particular location, they'll start digging trenches, gathering undergrowth for camouflage,

and otherwise improving their ability to fight there. When characters change the terrain around them, they are literally helping you shape the world, and they are more invested in the outcome of the next fight.

One particularly effective way to reuse a map is to have the PCs visit an encounter site, then revisit it later in the battle. When the bucolic village they defended on the first day of the battle is a crater-filled smoking ruin on the second day, the PCs see the horrors of war firsthand. The players are familiar with the layout of the place from their first visit, so their characters are able to fight there more effectively. And just by drawing some craters and piles of rubble on your first encounter map, you get a second encounter map with only a little more work.

TERRAIN

The primary terrain of a battlefield has a dramatic effect on the encounters that take place on it. Various terrain features can help or hinder troops, providing significant advantages to those who know how to exploit them.

Forest Battlefields

Conflicts in forested terrain are more likely to be isolated skirmishes rather than massive armies lined up for battle. Undergrowth hampers movement, and thick trees make it difficult to maintain orderly formations. Line of sight is limited, which hinders a commander's ability to direct (or rally) troops. The foliage provides plenty of opportunities for a defending force to lay traps and ambushes, hiding camouflaged. The trees provide cover, so ranged attacks and artillery have significantly reduced effectiveness.

The abundance of available wood in a forest lends itself to the creation of fortifications. Many other manufactured features might litter a potential battlefield site in such a sylvan setting, including pit traps, covered stakes, or wooden palisades. The defending force usually has an advantage, supplementing the natural obstacles of the forest with structures placed to funnel troops through choke points or into lines of fire. A garrisoned troop might clear away sections of the forest nearest the walls of their building to provide a better view of approaching attackers.

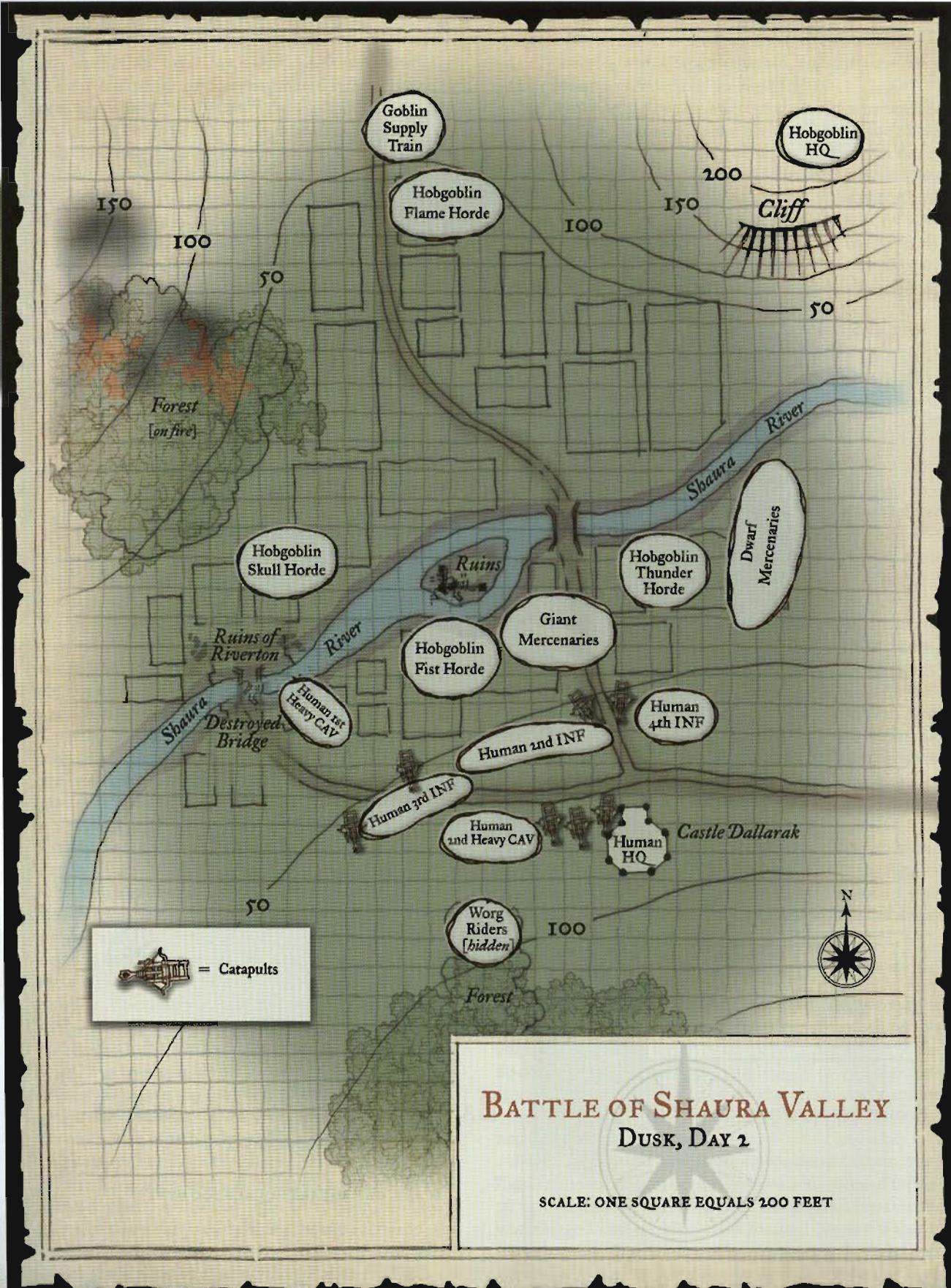
Marsh Battlefields

The mud and muck of marsh terrain slows armies considerably, and the dangers inherent in traversing such terrain encourage commanders to avoid marshlands. When battles do occur in such terrain, they can be even more dangerous, since an injury that would otherwise cause unconsciousness proves deadly when the soldier disappears beneath a bog and quickly drowns.

Fortifications in marshes are uncommon, because finding a foundation is difficult. On occasion, ruins of former structures that were built before the ground became too waterlogged can provide solid footing. Murky water or loose topsoil offers many opportunities to lay triplines, spikes, or other such traps; creatures that swim or don't require air might also hide in the depths.



BATTLE OF SHAURA VALLEY DAWN, DAY 1



Hill Battlefields

Many battles occur around hilltops, since these are usually the most advantageous positions to build a fortress or a keep that can maintain a vantage point. Armies assault or lay siege to these key objectives as a matter of course. Sometimes a great battle might be waged in a shallow valley between two hillocks, where the commanders can both look down upon the melee as it unfolds. Rugged hills offer plenty of hiding places, even for entire regiments, so skirmishes or small battles could result from ambushes.

A battlefield in the hills could have any number of fortifications, earthworks, or other terrain features, created by either the attackers or the defenders. Higher ground offers a significant advantage for an army, doubly so if it also occupies a stronghold atop a hill. Ruins of previous structures might provide low walls for cover. Natural features such as undergrowth, streams, and the occasional tree are also scattered about most hills terrain.

Mountain Battlefields

Massive conflicts in mountain terrain usually occur in alpine meadows. Only in such places is there enough open space for armies to gather into any sort of formation. Cliffs, chasms, and rubble make it difficult to muster a force of significant size in rugged mountains, and most great battles in (and over) forbidding mountains are usually of the aerial variety.

Desert Battlefields

The shifting dunes of a sandy desert quickly overcome any attempt at fortification. Trenches fill in with sand, walls become buried under sand dunes, and earthworks simply blow away.

Rocky deserts and tundra both hamper the creation of structures due to a lack of available material. Desert battlefields most often have just natural terrain features and few, if any, manufactured ones.

Plains Battlefields

Large meadows or tracts of farmland are perfect stages for clashes between massive armies, making plains terrain the most common site of battlefield

Hill giants use their rock throwing to hold the high ground



adventures. The *Dungeon Master's Guide* (page 91) even lists "battlefield" as a category of plains terrain.

While some plains are devoid of natural structures, nearly any manufactured feature can exist on a plain. Fences and cottages are common in farmland regions, while defensive fortifications can be built anywhere war is expected.

Aquatic Battlefields

On the surface of the sea, great ships might pound each other with artillery, attempting to gain supremacy over trade lanes or waterways. But within the water, sahuagin might mass against tritons, or merfolk could try to overthrow an aboleth and its minions. Battles underwater more closely resemble aerial combat than land melee: Troops attack from above or below, without much terrain in the way. In some cases, an underwater volcano, a kelp forest, or a sunken city might be the site of a battle.

Most of the features and fortifications described in the following sections do not have an underwater analogue. Visibility is, however, a greater concern underwater, since the blood that escapes from wounded combatants clouds the water like smoke (as well as attracting unwanted complications, such as swarms of sharks).

Underground Battlefields

Large-scale battles in subterranean areas take place in massive caverns or great tunnel complexes. The presence of a natural ceiling usually precludes the use of high-arching artillery, and the environmental features lend themselves to defense and the creation of defensive fortifications.

Most structures are manufactured from stone, given the dearth of available lumber in the depths of the world. Light, or the lack of it, is a factor for most races; even drow can only see out to 120 feet in complete darkness, far shorter than line of sight on the surface world.

Urban Battlefields

When the outer defenses fall, the battle might move into a city's streets. Buildings, back alleys, and sewers provide many ways for a defending force to move about unseen or for an invading army to infiltrate. Narrow thoroughfares reduce an army's ability to outflank opponents, and most fighting is reduced to skirmishes between units or house-to-house battles.

While earthworks might only exist in parklike areas or within the grounds of a manor, barricades and other debris might litter an urban battlefield. The buildings themselves provide a unique terrain feature, and offer cover for archers or other harrying forces.

BARRIERS AND OBSTACLES

Some terrain features serve as obstacles and barriers that hinder or obstruct movement. Most barriers must be crossed, climbed, or destroyed by advancing troops. Other obstacles must be avoided in order to circumvent some negative effect, usually damage. Some of the following terrain features are also discussed in Chapter 3 of the *Dungeon Master's Guide*.

Fences: Fences provide barriers that hamper the movement of oncoming soldiers. They might be erected as part of a war effort, or they might have been built in peacetime by a farmer or other inhabitant of the area. Fences are usually made of wood or stone. It costs 1 extra square of movement to cross a fence. A creature can make a DC 20 Jump check to cross a fence without impeding movement, and a mounted character must succeed on a DC 15 Ride check to keep from being thrown during the jump.

Wooden fences have hardness 5 and 15 hit points per 10-foot section. Stone fences, whether made of stacked rocks or bonded by mortar, have hardness 8 and 30 hit points per 10-foot section. Fences might provide a measure of cover as well, depending on their construction (for example, a wooden rail fence versus a solid stone wall) and height.

Parapet: A parapet is a low stone wall on the edge of a raised platform, wall, or roof. On a battlefield a parapet might be constructed atop a rampart to provide additional cover for defending troops. As a low wall, a parapet provides cover and has hardness 8; each 10-foot section has 45 hit points.

Walls: Walls can be made of wood or stone. The game statistics for walls can be found in Table 3–9: Walls, page 60 of the *Dungeon Master's Guide*. Stone walls on a battlefield usually follow the rules for masonry walls, although the walls of a fortification might be superior or even reinforced masonry. Wooden walls that surround structures are called palisades.

When time allows, walls constructed on battlefields are built with battlements, allowing troops to stand atop the wall and fight. Troops on a battlement have cover against any foe attacking from below and gain the benefit of higher ground when making melee attacks on those scaling the wall. Climbing over a battlement without the aid of a rope or a ladder requires a DC 25 Climb check.

Special Walls: Though most battlefield walls are constructed by manual labor, the presence of spellcasters on a fantasy battlefield might result in magical walls of varying types. In some cases a wall might be a natural feature of a battlefield, such one made of ice (whether natural or magical) in a very cold region. Various kinds of special walls, most of them magical ones, are briefly discussed below; see the spell descriptions in the *Player's Handbook* for other particulars.

Fire: A wall of fire blocks line of sight but does not impede movement. A creature takes damage passing through the wall. Cold damage destroys a wall of fire.

Force: A wall of force does not block line of sight, but it does provide total cover. Such walls are impassable and cannot be climbed.

Ice: An ice wall has hardness 0 and 3 hit points per inch of thickness for each 10-foot section. Fire attacks do full damage to an ice wall, whether manufactured or magical (that is, one resulting from a wall of ice spell). Climbing an ice wall bare-handed requires a DC 30 Climb check; using spikes or crampons reduces the DC to 20.

Iron: An iron wall has hardness 10 and 30 hit points per inch of thickness for each 10-foot section. Magical iron walls (such as those created by a wall of iron spell) are



FENCE
DC 20 JUMP
DC 15 RIDE
+1 SQUARE



PARAPET
[ATOP WALL]
COVER AS
LOW WALL



WALL
SEE DMG p. 60



WALL
OF FIRE
SEE PH p. 298



WALL
OF FORCE
SEE PH p. 298



WALL
OF ICE
SEE PH p. 299



WALL
OF IRON
SEE PH p. 299



WALL OF THORNS
SEE PH p. 300



FRAISE
HALF SPEED OR
1d4 SPIKES HIT AT
+10 FOR 1d8 DAMAGE



CREVASSSE
DC 15 CLIMB



HEDGEROW
AS LOW WALL
+2 SQUARES



BARRICADE
DC 10 CLIMB



ABATIS
DC 10 CLIMB
SEE DMG p. 71



RAZORWIRE
SEE DMG p. 71



TRENCH
COVER,
+1 SQUARE
TO LEAVE



TRILINE
DC 15 REFLEX
OR PRONE



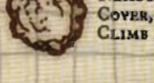
LIGHT
DEBRIS
DC 10 BALANCE
TO RUN



HEAVY
DEBRIS
COVER,
+1 SQUARE,
NO RUNNING



STALAGMITE



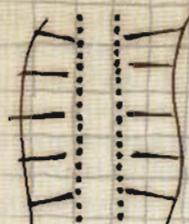
MASSIVE TREE
COVER,
CLIMB DC 15



TREE TRUNK
+2 AC, +1 REFLEX



HEAVY
UNDERGROWTH
+3 SQUARES, 30%
CONCEALMENT



RAMPART
COVER,
STEEP SLOPES ON BOTH SIDES



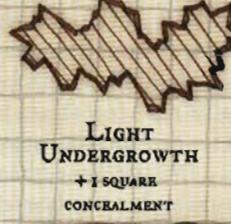
FOXHOLE
+8 AC



BERM
COVER,
STEEP SLOPE ON ONE SIDE



CRATER
COVER,
STEEP SLOPE
ON INSIDE



LIGHT
UNDERGROWTH
+1 SQUARE
CONCEALMENT



RIVER
DC 10 TO SWIM IF SLOW,
DC 15 TO SWIM IF FAST



STREAM
+1 SQUARE



HOT SPRING
1d6 DAMAGE
PER ROUND,
MAY HAVE GEYSER



ACID POOL
2d6 DAMAGE
PER ROUND



FIRE
2d6 DAMAGE
REFLEX DC 15
OR CATCH ON FIRE



MINEFIELD
BLAST DISKS
OR GLYPHS
SEE PH p. 236



SMOKE
CONCEALMENT,
VISION LIMITED
TO 30 FT.



PILED BODIES
FORCES
MORALE CHECK



CAMOUFLAGED
PIT
SEE DMG p. 70

BARRIERS, OBSTACLES, AND HAZARDS

smooth and cannot be climbed. Manufactured iron walls are made from sheets of metal riveted together, providing enough handholds for a character to scale the wall with a DC 25 Climb check.

Stone: A 10-foot section of a stone wall has 15 hit points per inch of thickness and hardness 8. If a stone wall is breached, the square breached and all adjacent nonwall squares become heavy debris (see page 37). The DC of the Climb check to scale a stone wall ranges from 15 for a rough natural stone wall to 25 for a natural rock or brick wall. Perfectly smooth walls cannot be ascended. Walls created by a *wall of stone* spell can be as rough or as smooth as the caster wishes.

Thorns: The effect of a *wall of thorns* spell provides total cover for those on one side of it against those on the other side. Creatures inside the wall have cover against adjacent creatures adjacent to the wall and total cover against all others.

Barricade: A barricade is usually constructed across a roadway or in a city street to block passage by troops. Barricades are essentially piles of rocks, tables, chairs, wagons, and anything else that can be stacked up to create a makeshift wall. A barricade on an encounter map takes up one or more 5-foot squares and is usually 5 or 10 feet deep.

Though it is made of many individual components, treat a barricade as a wall with hardness 8 and 120 hit points per 5-foot square. Attacks against a specific square of a barricade do half their usual damage, but area attacks (such as *fireball*) deal full damage to every square they affect. There are abundant handholds on a barricade, allowing movement over and through it by anyone who makes a DC 10 Climb check. A separate check is required for each 5-foot square to be traversed in this fashion.

Abatis: Similar in function to a barricade, an abatis is a wall constructed of felled trees laid atop each other. An abatis is typically 2 to 3 feet thick, has hardness 5, and has 300 hit points for each 10-foot section. Climbing over an abatis requires a DC 10 Climb check.

Many abatis are built with sharpened branches pointing toward the direction of an expected attack. Any creature that attempts to climb a spiked abatis takes 1d4 points of piercing damage each round spent climbing.

Fraise: A fraise is a barrier of sharpened stakes, driven into the ground and pointed upward at an angle. The angled stakes are a hazard to troops moving toward the defensive position and present even more danger to charging troops. A unit can move at up to half speed through a fraise without any ill effect, with movement costing double when opposite to the direction the spikes are pointing.

A creature moving forward through a fraise at more than half speed runs the risk of impaling itself on the stakes. Such a creature might be hit by 1d4 spikes each round. The spikes have a +10 attack bonus and deal 1d8 points of piercing damage (×3 critical multiplier). Against charging opponents, the attack bonus is the same, but the damage is doubled (or quadrupled on a critical hit). A rider and mount can be attacked by separate spikes.

A fraise can be camouflaged to appear as light undergrowth. Doing this requires 10 minutes of work for each

5 feet of the barrier's width. A creature must succeed on a DC 15 Spot check in order to notice the spikes before entering the area. If a creature is unaware of the spikes, it is denied its Dexterity bonus to Armor Class.

Pit: A pit dug into a battlefield functions just like a pit in a dungeon setting (use the statistics for pit traps starting on page 70 of the *Dungeon Master's Guide*). A pit can be camouflaged or covered, or have spikes or spears set in the bottom. Pits might also contain snakes or other dangerous creatures, or be partially filled with water to drown heavily armored victims.

Crevasse: A crevasse or chasm is a steep, deep crack in icy or rocky terrain. It functions as a pit (see above). A crevasse is typically 2d4×10 feet deep, 5 to 20 feet across, and at least 20 feet long. Climbing out of a chasm requires a DC 15 Climb check.

Rock Formation: The following rock formations have hardness 8 and 250 hit points.

Stalagmites: Stalagmites are cone-shaped rock formations that stick up from the ground. They are almost always found in underground terrain, having been formed by mineral deposits left by water dripping from the ceiling. A stalagmite provides cover to those behind it.

Stalactites: Stalactites hang from the ceiling in underground caverns. They provide cover against ranged attacks if they hang in the path of the missile.

Column: Columns are formed when stalactites and stalagmites meet and merge. Most are functionally identical to pillars (see page 64 of the *Dungeon Master's Guide*).

River: A river is a fast-moving body of water, usually greater than 5 feet in depth and/or more than 20 feet across. Creatures moving through a river are carried downstream a distance equal to the speed of the river, usually 10 to 40 feet per round for slow rivers and 60 to 90 feet per round for fast rivers. A DC 10 Swim check is required to move at half speed through a slow river, and a DC 15 Swim check allows movement at half speed through the rough waters of a fast river.

See *Flowing Water*, page 92 of the *Dungeon Master's Guide*, for more details on rivers.

Stream: A stream is typically 5 to 10 feet wide and less than 5 feet deep. Movement in a space occupied by a stream costs 2 squares, as do attempts to climb out of a streambed onto the banks. A streambed might be dried up, in which case it can be treated as a trench.

Streams (also known as creeks, brooks, and bayous) are common in most terrains, especially forests, hills, and mountains.

Undergrowth, Light: Nearly every terrain has some measure of undergrowth, from the roots and vines of a forest to the tall grasses of the plains. A space covered with light undergrowth costs 2 squares of movement to move into and provides concealment. Undergrowth increases the DC of Tumble and Move Silently checks by 2 because the foliage gets in the way.

A creature with a slashing weapon can clear a square of light undergrowth with a full-round action.

Undergrowth, Heavy: Heavy undergrowth costs 4 squares of movement to move into and provides concealment

with a 30% miss chance (instead of the usual 20%). It increases the DC of Tumble and Move Silently checks by 5. Heavy undergrowth is easy to hide in, granting a +5 circumstance bonus on Hide checks. Running and charging are impossible.

A creature with a slashing weapon can clear a square of heavy undergrowth with four full-round actions.

Hedgerow: Commonly found in moors and sometimes between fields or pastures in settled agricultural communities, a hedgerow is a tangle of stones, soil, and thorny bushes.

Narrow hedgerows function as low walls; it takes 15 feet of movement to cross them.

Wide hedgerows are more than 5 feet tall and take up entire squares. They provide total cover, just as a wall does. It takes 4 squares of movement to move through a square with a wide hedgerow; creatures who succeed on a DC 10 Climb check need only 2 squares of movement to move through the square.

Tree, Normal: A tree occupies a square on a battle map. A creature standing in the same square as a tree gains a +2 bonus to Armor Class and a +1 bonus on Reflex saves (these bonuses don't stack with bonuses for cover that derive from other sources). The presence of a tree doesn't otherwise affect a creature's fighting space, because it's assumed that the creature is using the tree to its advantage when it can. The trunk of a typical tree has AC 4, hardness 5, and 150 hp. A DC 15 Climb check is sufficient to climb a tree.

Tree, Massive: This tree takes up an entire square and provides cover to anyone behind it. Such a tree has AC 3, hardness 5, and 600 hp. Like its smaller counterpart, it can be climbed on a DC 15 Climb check.

Acid Pool: An acid pool can be as small as a puddle or as large as a lake. These dangerous pools of liquid are usually found underground or in regions of geologic upheaval, such as volcanic or geothermal areas. Creatures in a square containing an acid pool take 2d6 points of acid damage each round they remain in the pool.

Hot Spring: This benign-looking pool of water can be scalding to the touch. A creature who enters a square containing a hot spring takes 1d6 points of damage from the heat.

Geyser: A geyser is a natural hot spring that gushes water and steam into the air at intervals. A typical geyser occupies a 5-foot square and erupts once every 2d6 rounds. A creature within 10 feet of an erupting geyser must make a DC 15 Reflex save or take 1d6 points of damage from the expelled steam. A creature in the same square as a geyser when it erupts takes 2d6 points of damage, with no saving throw.

Farm Buildings: Battles bring the war to the backyards of many, sometimes quite literally. Battlefields in any settled region are almost certainly going to include buildings of some sort in or near the site. A typical farm in an outlying area might have one or two small cottages (the residences) and several outbuildings, such as a silo, stable, or barn.

Most buildings in the countryside are constructed of wood and/or stone, with thatched roofs. More expensive constructions might have tiled roofs and use more stone

and less wood. As a structure, a building offers cover to all inside.

EARTHWORKS

Generals might order their soldiers to build elaborate defensive fortifications on a battlefield. Wizards might employ powerful spells to help in the construction. But in most cases, these structures are built with the most readily available resource: piles of dirt. The resulting constructions are collectively referred to as earthworks.

Berm: A berm is a low earthen wall that slows movement and provides cover. A berm on a battle map is represented by two adjacent rows of steep slope, with the edges of the berm on the downhill side. A creature moving over a berm that is 2 squares wide travels uphill for 1 square, then downhill for 1 square. A 2-square-wide berm provides cover equivalent to a low wall for anyone standing behind it.

It takes a creature 1 hour to create a 5-foot-long berm, provided the creature has digging tools or can naturally dig, and the ground can be excavated.

Foxhole: A foxhole is a shallow pit or bowl, no more than a few feet across and 2 to 5 feet deep. Foxholes are dug out by soldiers to provide protection when they are faced with a long sojourn on a battlefield. A crossbowman could lie nearly prone in a shallow foxhole, still be able to fire and reload, all the while benefiting from improved cover (+8 to Armor Class) against attacks from any opponents not adjacent to the foxhole. Though still vulnerable to indirect fire, a Medium creature could crouch down in a 5-foot-deep foxhole and gain total cover against ranged attacks. Note that this cover might not apply against a foe at higher elevation—for example, a winged enemy hovering overhead.

Foxholes can be dug deeper or wider, providing protection for more than one creature. In some cases, trenches might connect foxholes to each other.

Crater: Common in volcanic terrain or on battlefields that have seen much destructive magic, a crater is a wide, shallow bowl in the ground with a ridgelike lip around the edge. The lip acts as a berm, and the steep slope facing the center of the crater usually takes up at least 2 squares. The center of the crater is normally flat but could contain a geyser, hot spring, or acid pool.

Rampart: A rampart is a broad embankment made of earth, with steep slopes on either side that lead up to a flat but narrow plateau. In most fortifications, a rampart is constructed as the base of a wall. On a battlefield, an earthwork rampart will typically have a parapet (see page 32) along the top.

A typical rampart stands 10 feet high, with steep slopes extending for 2 squares on either side of a 10-foot wide walkway.

Ramp: A ramp is a gradual slope, not steep enough to affect movement. Ramps might be built leading down from a rampart or up from trenches, to allow troops to move quickly into position. Ramps built as part of fortifications are usually well defended, with a parapet or rampart providing cover fire over the ramp.



Earthworks and other fortifications litter the battlefield with even more obstacles

Steep Slope: Movement of troops can be restricted and hampered by building steep slopes up which the enemy must climb.

Characters moving uphill (to an adjacent square of higher elevation) must spend 2 squares of movement to enter each square of steep slope. Characters running or charging downhill must succeed on a DC 10 Balance check upon entering the first steep slope square. Mounted characters make a DC 10 Ride check instead. Characters who fail this check stumble and must end their movement $1d2 \times 5$ feet later. Characters who fail by 5 or more fall prone in the square where they end their movement.

A steep slope increases the DC of Tumble checks by 2.

Trench: A trench is a ditch, usually dug by soldiers before a battle. Trenches are defensive in nature, and either provide a refuge for troops or an obstacle to slow oncoming enemies. Shallow trenches are typically 5 feet wide and 3 to 4 feet deep; deep trenches are 10 feet across and 8 to 10 feet deep. A shallow trench provides cover to those inside it, unless the opponent is adjacent or attacking from the air. It costs 2 squares of movement to leave a shallow trench.

Deep trenches might be dug by armies who intend to stay for a while. Such trenches provide total cover to their occupants unless the opponent is adjacent to the trench or attacking from above. Without the benefit

of stairs, moving out of a deep trench requires a DC 15 Climb check.

Some attacking soldiers carry 8-foot-long planks, which are laid across shallow trenches to allow the rest of the force to pass unimpeded.

On occasion, a trench might be filled with pitch and set on fire. In addition to the movement challenges, a creature jumping through the flames or falling into a burning trench takes $2d4$ points of fire damage. A character attempting to coerce a mount through the flames must succeed on a DC 20 Ride check, or the mount balks.

If soldiers are able to prepare the battlefield unnoticed by the enemy, they might dig foxholes and trenches throughout part of a battlefield, then cover them with camouflage. These foxholes could hide a strike team and these trenches an entire army, if extensive enough; ramps and ladders that allow hidden troops to charge up and ambush an unsuspecting enemy.

OTHER HAZARDS

Once battle begins, many fortifications, siege engines, and troops become casualties of war but continue to impact the landscape of the battlefield. Various traps could also be scattered about the battle site.

Debris, Light: Light debris might be the remains of a shattered ballista, a broken low wall, or splintered trees.

Light debris does not provide cover or concealment. Although light debris doesn't affect normal movement, it increases the DC of Tumble and Move Silently checks by 2. Any creature attempting to run or charge over light debris must succeed on a DC 10 Balance check.

Debris, Heavy: A broken siege tower, a breached stone wall, and fallen trees are examples of heavy debris. Heavy debris is usually stacked high enough or has pieces large enough to provide cover. Occasionally heavy debris might be burning or smoldering, which poses additional hazards (see below).

It costs 2 squares of movement to move into an area covered by heavy debris, and the DC of Tumble and Move Silently checks is increased by 5. Heavy debris is easy to hide in, granting a +5 circumstance bonus on Hide checks. Running or charging through heavy debris is impossible.

Debris, Dangerous: Discarded weapons, broken glass, or splinters of wood can pose a danger to those moving through debris. While most debris has a few sharp or pointy edges to stay away from, dangerous debris has enough that a creature simply moving through the area might take damage.

A creature moving through dangerous light debris takes 1d4 points of damage unless it makes a DC 15 Reflex save. A creature moving through dangerous heavy debris takes

2d6 points of damage and can attempt a DC 20 Reflex save for half damage.

Fire: Battlefield features that catch fire provide an additional hazard to combatants. Any wooden or oil-coated terrain feature can also be burning, and the battle map should indicate which squares are aflame.

In addition to the smoke generated by a fire, a solid structure such as a building or wooden wall fully ablaze gives off a tremendous amount of heat. A creature standing within 10 feet of a flame-enveloped structure takes 1d4 points of fire damage.

In some cases, the burning squares might contain debris. In addition to any movement restrictions provided by the terrain (see above), a creature moving through a burning square takes 2d6 points of fire damage and must succeed on a DC 15 Reflex save or catch fire.

Smoke: Objects burning on the battlefield are usually accompanied by smoke. A moderate breeze will blow smoke away from the battlefield, but even in a breeze the smoke will billow out from the flaming source, providing a thick cloud that could settle over a part of the battlefield. Clouds of smoke obscure all sight beyond 30 feet, including darkvision. Creatures in a smoke cloud have concealment; creatures separated by more than 30 feet of smoke have total concealment with respect to one another.



On the battlefield, one day after: not a pretty sight

Inhaling smoke can also be dangerous; see *Smoke Effects*, page 304 of the *Dungeon Master's Guide*.

Noxious Fumes: These clouds act like smoke and are moved or dispersed by wind. Noxious fumes might be poisonous or even deadly. Poisonous clouds might contain inhaled poisons such as ungod dust or insanity mist (see *Poisons*, page 297 of the *Dungeon Master's Guide*). Other noxious fumes might be similar to an *acid fog* or *cloudkill* spell. Or the fumes might simply lack oxygen, in which case a creature must hold its breath or suffocate (see *Suffocation*, page 304 of the *Dungeon Master's Guide*).

Bodies, Scattered: Corpses of fallen soldiers make terrain more difficult to move through. Areas that contain scattered bodies are treated as light debris (see above). In certain circumstances a character might disguise himself as a corpse in order to hide among scattered bodies; see the discussion of the *Disguise* skill on page 94.

Bodies, Piled: A stacked pile of corpses can provide cover or can even offer a grisly place to hide, but any unit coming within 30 feet of such a pile during a battle must make a morale check (see page 72).

Bodies, Semianimate: Any time a battle involves necromancy on either side, fallen corpses might become partially animated. Scattered, semianimate bodies are considered light debris (see above), and the horrible sight of corpses moving their arms and legs in ghastly fashion forces a morale check for any units that come within 30 feet of the bodies.

Creatures moving through an area with semianimate bodies are grabbed at by the arms and tripped by the legs. For every 5-foot square of movement adjacent to such an area, the creature must make a DC 10 Strength check. Failure means the creature has been grabbed and its movement stopped. In each round when a creature actually occupies or moves through a square occupied by semianimate bodies, it must also make an additional DC 10 Strength check or Dexterity check (player's choice) or be tripped and fall prone.

Deadman Trigger: Some corpses that litter the battlefield still have a death grip on the weapons they used. In rare cases, a crossbow might not have fired and might be triggered if the body is disturbed. A quick search reveals the danger; once noted, it is easy to stay out of the way of the bolt. But a creature that does not notice the loaded crossbow might get hit. Treat as a trap: CR 1/2; mechanical; location trigger; no reset; Atk +0 ranged (1d8/19–20); Search DC 15; Disable Device DC 15.

Minefield: These areas contain *blast disks* (see page 131) or spells such as *glyphs of warding*. Creatures moving into minefield squares might be affected by the items or spells, as appropriate.

Tripline: A tripline is a loose rope stretched across a section of the battlefield and anchored to trees or boulders. The line is usually covered with grasses or other camouflage (Spot DC 15 to see the line). Any creature that runs or charges over a tripline falls prone in the square beyond the tripline (Reflex DC 15 negates). A riding character can instead make a DC 20 Ride check to prevent her mount from tripping. Triplines are set to help prevent devastating charges

and can be very dangerous if combined with concealed pits (so that the tripped character falls forward into the pit).

Razor-Wire: Razor-wire can be stretched taut across 10-foot distances and anchored to walls, trees, or boulders. Any creature moving into razor-wire might be cut by it. Razor-wire is a CR 1 trap described on page 71 of the *Dungeon Master's Guide*.

ANCIENT BATTLEFIELDS

Years, decades, and even centuries after a bloody battle, the remnants of ancient conflicts can still litter the field. Time and nature will reclaim or destroy much of what was left behind by invading or retreating troops. Some dangers, however, can persist for generations, lying in wait for some unlucky traveler to come along and disturb the relics of a long-forgotten war.

The number and condition of obstacles left behind after a battle depends on how much time has passed since the war raged on that land. A few decades is enough time for nature to turn a stone road built to move siege engines into nothing more than a dirt path. By contrast, a ruined keep could easily stand witness to the devastation of a bloody battle for centuries.

Mundane Hazards

Many mundane hazards and obstacles described previously in this chapter can still pose problems up to several decades after a battle. Light and dangerous debris, scattered bodies, minefields, razor-wire, parapets, walls, barricades, and abatis can all survive for many years. See the earlier descriptions of each of these items for more information.

However, as the years pass these items will deteriorate, become overgrown by vegetation, or get lost under accumulated soil as the earth tries to reclaim the ravaged landscape. Add 1 to the DC of any skill check (such as *Spot*, *Search*, *Wilderness Lore*, *Disable Device*) used to locate or avoid such hazards for every decade that has passed since the battle took place.

Sinkholes: Trenches, craters, and foxholes could be left behind. Grass, bushes, and trees will eventually sprout from these depressions, perhaps concealing their presence from the unwary. These holes in the ground might also fill up with compost over the years or might have been poorly backfilled by a retreating army, leaving an unstable area of ground that can become a sinkhole.

Any creature falling into a sinkhole takes 1d6 points of damage from the fall and must be dug out within 4 rounds or suffer the effects of drowning as described on page 304 of the *Dungeon Master's Guide*. Treat a sinkhole as a CR 6 trap that cannot be disabled. Sinkholes are essentially a combination of the CR 2 well-camouflaged pit trap and the CR 5 flooding room trap, described on pages 71 and 72 of the *Dungeon Master's Guide*.

Scorched Earth: A defeated army might try to inflict as much damage as possible on the victors before surrendering, setting fire to croplands, forests, and even whole towns as they retreat. Truly evil races might salt the earth to prevent crops from growing for years thereafter. While

this activity poses more of a problem for residents than for travelers, scorched earth can provide an impetus for adventure ideas—a town in such an area trying to rebuild after a war might need help acquiring food, or the residents could ask PCs to find a way to revitalize the landscape.

In addition, some scorched-earth agents such as acid can make traveling across the area treacherous, even years after a war. Fumes might rise up to choke travelers (see *Noxious Fumes*, above), and the chemicals in the soil can accumulate on the soles of boots or feet, causing leather to deteriorate and skin to burn.

Each hour a creature spends traveling over an area of scorched earth, it takes 1d6 points of acid damage. For those wearing boots, the acid will first eat through the soles of the boots before damaging the creature's feet. Leather boots have hardness 2 and 3 hit points.

Ruins: The remains of a castle, keep, or town destroyed during a long-forgotten siege present a number of opportunities, obstacles, and hazards to those who stumble across the place years later.

Ruined keeps and castles are excellent settings for adventure scenarios and can even be used as the starting point for an entire campaign. The flooded dungeons beneath a castle might contain a hidden cache of magic items and weapons, or might hide a terrible cursed item that is now causing havoc in the countryside. A tribe of humanoids might have taken up residence within the protection of the crumbling walls of a ruined city, or the evil mohrg of a long-dead, genocidal ruler might still haunt the rubble of his decimated keep.

Whatever the reason, PCs are bound to enter the ruined remains left behind from an ancient war at some point during your war campaign. In addition to the mounds of rubble they'll have to climb over to gain access to the ruins, PCs could find any number of obstacles inside: missing floors and stairways, jammed doors, blocked passageways, even flooded basements and dungeons.

Some of these obstacles can become hazardous to PCs who make their way through the ruins. Unstable floors inside buildings can collapse, dealing 1d6 points of damage for every 10 feet fallen by an affected creature. Spikes from rotting timbers can puncture a creature's foot, dealing 1d4 points of damage. Rocks from a crumbled castle wall can roll down upon creatures, like a CR 1 rolling rock trap. Entire walls of a stone house or a keep can fall over as either a CR 4 collapsing column trap or a CR 10 crushing wall trap. Blocks from a stone ceiling can fall on the unwary and deal damage as anything from a CR 2 bricks from ceiling trap or a CR 5 falling block trap all the way up to a CR 9 dropping ceiling trap. See pages 71–74 of the *Dungeon Master's Guide* for details on these trap types.

Many other possibilities exist for peril within a ruined keep, including undead warriors and other monsters, which are discussed in the Encounters section below. The area might also contain traps specifically left behind by the inhabitants to safeguard their treasure or placed by the conquering army to prevent future generations from disturbing the defeated evil that lays dormant inside.

Weapons Cache: In addition to the treasures found inside ruined keeps and castles, PCs also might come across buried weapon caches left behind by invading armies, or even hidden stockpiles from ancient times. Perhaps the PCs have been sent out to search for rumored weapons caches from a decades-old war in preparation for new hostilities. Or they might simply stumble across an iron door inexplicably set into the ground between two boulders. Perhaps the entrance to a cache is uncovered while digging out a comrade who has fallen through a sinkhole into an abandoned trench.

The main danger of a weapons cache is traps left upon the entrance or perhaps on a set of stairs leading down to the buried chamber. Any door, lock, or stair traps described in the *Dungeon Master's Guide* could be left behind to protect the weapons. In addition, the previous rulers might have left behind guards to protect especially valuable caches. These protectors could take the form of undead, golems, mimics, or even shield guardians.

A weapons cache can be anything from a single dirt chamber shored up with rotting timbers (which could pose its own dangers) to an intricate maze of chambers carved into the bedrock that might once have held alchemical laboratories and smithies as well as storehouses for weapons, armor, and food. It would be unlikely for such an elaborate complex to be empty. It might now be a lair for a tribe of humanoids or some even more dangerous monsters, or the resting place of those slaves and guards who once dwelled there and never left.

Magical Hazards

Wizards, sorcerers, and priests bring a whole new dimension to fantasy warfare. Magic can provide power through long-range offensive spells, tactical advantages through enhanced weapons and armor, intelligence on enemy troop movements through scrying, and even on-the-spot healing to keep soldiers on their feet and fighting.

But adding magic to a battle also adds magical hazards to the battlefield. And unlike wooden siege engines and even stone embankments, magical hazards can be virtually permanent, creating perils that last for centuries.

As with natural hazards, magical hazards become increasingly difficult to detect with each passing year, adding 1 to the DC of any skill check (such as Search, Spot, or Disable Device) used to locate or avoid such hazards for every decade that has passed since the battle took place. In addition, spellcasters using *detect magic* will not automatically detect magical auras of spells or items that have been buried by the years but must succeed on a DC 10 Spot check (+1 for each decade since the battle) to notice buried auras.

Permanent Spells: In addition to magic traps, there are a number of spells that could affect an area long after the battle ends. Some of these, such as *continual flame*, *magic mouth*, and the permanent illusions, are fairly innocuous but can serve as red herrings or give PCs a scare. Others, such as *binding*, *soul bind*, and *flesh to stone*, can make great adventure starters or quests for the PCs. More offensive spells such as *fire trap* and the various symbol spells can

present a real danger to an unwary traveler. The most likely leftover spells found on an ancient battlefield are listed in Table 2-1: Leftover Permanent Spells.

TABLE 2-1: LEFTOVER PERMANENT SPELLS

Spell Name	Spell Level
Arcane mark	Sorcerer/wizard 0
Binding	Sorcerer/wizard 8
Consecrated battlefield*	Cleric 4
Continual flame	Cleric 3, sorcerer/wizard 2
Desecrated battlefield*	Cleric 4
Fire trap	Druid 2, sorcerer/wizard 4
Flesh to stone	Sorcerer/wizard 6
Forbiddance	Cleric 6
Illusory wall	Sorcerer/wizard 4
Magic mouth	Bard 1, sorcerer/wizard 2
Permanent image	Bard 6, sorcerer/wizard 6
Programmed image	Bard 6, sorcerer/wizard 6
Soul bind	Cleric 9, sorcerer/wizard 9
Symbol of death	Cleric 8, sorcerer/wizard 8
Symbol of fear	Cleric 6, sorcerer/wizard 6
Symbol of insanity	Cleric 8, sorcerer/wizard 8
Symbol of pain	Cleric 5, sorcerer/wizard 5
Symbol of persuasion	Cleric 6, sorcerer/wizard 6
Symbol of sleep	Cleric 5, sorcerer/wizard 5
Symbol of stunning	Cleric 7, sorcerer/wizard 7
Symbol of weakness	Cleric 7, sorcerer/wizard 7
Temporal stasis	Sorcerer/wizard 8
Transmute mud to rock	Druid 5, sorcerer/wizard 5
Trap the soul	Sorcerer/wizard 8
Wall of iron	Sorcerer/wizard 6
Wall of stone	Cleric 5, druid 6, sorcerer/wizard 5

* New spell described in Chapter 6.

Magic Leakage: While scroungers and war profiteers will eventually scavenge all usable weapons, armor, and magic items left after a battle, broken pieces of equipment are left to rot on the field, including broken magic items. Sometimes these items have residual magic left in them, which can leach into the soil and contaminate the area for decades or even centuries. Magic leakage effects take at least ten years to manifest.

TABLE 2-2: MAGIC LEAKAGE EFFECTS

d20 Effect	Save
1 antilife shell	None
2 antimagic field	None
3 bear's endurance	Will negates (harmless)
4 bless	None
5 bull's strength	Will negates (harmless)
6 cause fear	Will partial
7 cloudkill	Fortitude partial
8 confusion	Will negates
9 dancing lights	None
10 deeper darkness	None
11 dispel magic	Special
12 entangle	Reflex partial
13 hypnotic pattern	Will negates
14 invisibility sphere	Will negates (harmless)
15 lesser globe of invulnerability	None
16 obscuring mist	None
17 reverse gravity	None
18 silence	None
19 waves of fatigue	None
20 roll twice, combine results	—

An area contaminated by magic leakage can give off a variety of strange effects, most of which cannot be seen but will be felt by all who enter the area. A typical magic leakage area is a 20-foot-radius sphere, extending 20 feet into the air and 20 feet below the ground as well. Some have been known to grow as large as 100 feet in radius.

Use Table 2-2: Magic Leakage Effects to create a magic leakage area for placement in an ancient battlefield. The save DC for magic leakage effects (including spell effects) is at least 15, though leakage effects from tremendously old battlefields could have higher save DCs. The caster level of such effects is twice the level of the spell.

Each magic leakage area is unique and static. That is to say, the effect that manifests in an area does not change over time, and all creatures that enter a particular magic leakage area are affected by the same magical effect. Such effects can't be perceived from outside the area they occupy except by effects that detect magical auras (such as the *detect magic* spell).

Encounters

The carnage left on a battlefield tends to attract certain types of creatures once the battle ends.

Scavengers: Scavenging creatures flock toward the stench of rotting corpses in the first few weeks after a battle. Some stay in the area for generations, well after the last body buried in a mass grave has been picked clean.

In addition to rats, vermin, and vargouilles, which no one would be surprised to see hanging around a place of death, adventurers can also find creatures such as will-o'-wishes that have come to feed on the anger of the battle, ankhegs and bulettes that tunnel up to feed on mass grave sites, and even the odd gray ooze sitting in the bottom of a long-forgotten foxhole.

In addition to flesh-eating scavengers, some creatures come looking for treasure. Dragons have been known to take up residence near battlefields after scavenging the best armor and weapons from fallen soldiers for their lairs. What doesn't get taken by dragons and war profiteers could end up as food for rust monsters, which glean broken weaponry scattered on the field of battle and seek out weapon caches on the sublevels of ruined keeps.

TABLE 2-3: ANCIENT BATTLEFIELD SCAVENGERS

CR	Creature
1/3	Dire rat
2	Giant bombardier beetle
2	Rat swarm
2	Vargouille
3	Ankheg
3	Rust monster
3	Xorn, minor
4	Gray ooze
4	Otyugh
6	Digester
6	Xorn, average
6	Tendriculos
6	Will-o'-wisp
7	Bulette
8	Xorn, elder
12	Purple worm
Varies	Dragons

REWARDS

In a battlefield adventure, you have four key ways to reward the characters for overcoming challenges and contributing to the outcome of a battle: experience points, treasure, recognition points, and victory points.

Experience points function just as they do in standard D&D adventures. PCs earn experience points for the foes they overcome, whether those foes die with their boots on or flee the field of battle. In a battlefield adventure, the PCs are more likely to face multiple lower-level enemies, so you need to make sure that the PCs are actually challenged. It might be fun to wade through rank after rank of ordinary goblins, but it's not necessarily worth experience points.

Treasure likewise works just as it does in standard D&D adventures, unless your campaign relies more on a friendly army issuing equipment to the PCs and less on looting the bodies of the fallen. It's incumbent on you to keep a close eye on PC wealth. Monsters are rarely encountered in their lairs during a battlefield adventure, but the battlefield is positively crawling with classed NPCs, and players know that NPCs with class levels often have the best treasure.

The allocation of recognition points, described in Chapter 4, is straightforward once you've constructed your flowchart. Just look at the boxes on your flowchart, decide which ones meet the criteria for recognition points, and assign recognition point values to them.

THE VICTORY POINT FRAMEWORK

Chapter 4 describes ways that PCs can earn victory points, a measure of how their personal successes translate into better outcomes for their army. It's a relatively simple matter to look at the boxes on your flowchart and assign victory point awards to the relevant encounters. During the battle, the players will be doing the same thing—using the victory point system to help them decide whether it's better to hold the bridge or chase the enemy supply train.

But you're also responsible for coming up with the victory point framework: the list of possible outcomes for the battle at large. Building the victory point framework requires a series of structured judgment calls. No system can mechanically determine for you the outcome of a battle involving tens of thousands of NPCs. But that's okay, because you're designing a role-playing adventure, not a wargame.

The first question you need to answer is "If the PCs do nothing extraordinary, what's the outcome of the battle?" The time-lapse battlefield maps you created should give you a good idea of how the battle goes up until the climactic moment. How it might unfold after that point is entirely up to you (although the players might change the outcome when they actually go through the adventure).

For now, write down in general terms what the battle's nominal outcome will be—perhaps something like "The human army holds the bridges all day long, but an orc push at sunset breaks through the human lines. Because the orcs can see better in the dark than the fleeing humans

TABLE 2-4: ANCIENT BATTLEFIELD UNDEAD

CR	Creature
1/3	Skeleton, human warrior
1/2	Zombie, human commoner
1	Ghoul
3	Ghast
3	Wight
5	Wraith
7	Spectre
8	Mohrg
11	Dread wraith
Varies	Ghost

Controlled Creatures and Constructs: The last class of monsters commonly found on ancient fields of battle are creatures and constructs brought to the battle by spellcasters or as cavalry mounts.

Monsters such as hell hounds, howlers, and demons that outlived their masters through the battle can roam the area long afterward, terrorizing local residents. Constructs such as golems that fought in the war, shield guardians and mimics left behind to guard weapons caches, and even animated objects created to make the war more bearable might spend centuries simply attempting to carry out their last orders.

Lastly, mounts such as worgs, dire wolves, and winter wolves, once ridden into battle, might have made the battlefield their home after their masters died. Now, their descendants control the area, defending their homes with bestial fury.

TABLE 2-5: ANCIENT BATTLEFIELD CONTROLLED MONSTERS

CR	Creature
1/2	Animated object, Tiny
1	Animated object, Small
2	Animated object, Medium
2	Worg
3	Dire wolf
3	Hell hound
3	Howler
4	Gargoyle
4	Mimic
5	Winter wolf
7	Invisible stalker
8	Gorgon
8	Shield guardian
9	Nessian warhound
11	Golem, stone
13	Golem, iron
16	Golem, greater stone
Varies	Demons

can, many human soldiers don't get across the river; fully one-quarter are killed or captured."

The second question you need to address is "To what degree can the PCs realistically alter the outcome?" This is a judgment call based on what you know about the PCs' abilities and those of their foes.

If you're unsure how much influence the PCs can have over the battle as a whole, give them the benefit of the doubt. Even low-level PCs aren't just extras—they're the protagonists of the story you're telling. Not every mass battle should hinge on the PCs' actions, but it's perfectly acceptable to say that the PCs can have a demonstrable influence on the battle's outcome, even if they're ostensibly just part of the rank and file.

Create three more possible outcomes now—one that's a little better than the nominal outcome, one that's a lot better than the nominal outcome, and one that's worse than the nominal outcome. The more influence you think the PCs can wield over the battle as a whole, the more these three outcomes will diverge from the nominal outcome. If the PCs are just cogs in a vast war machine, the outcomes might all be similar, and you'll describe the differences in smaller terms (such as how well the PCs' platoon does, rather than how well the whole army does). But if the PCs are the linchpin of their army, their success or failure can change the outcome quite a bit.

Keep in mind that PC actions don't always equal overall victory, no matter how many victory points they earn. If the PCs' army is completely overmatched, then a less precipitous loss might be the best the PCs can hope for. Against a massive orc horde, for example, the best possible result might be "The human army holds off the orcs well into the night, enabling most of the defenders to escape safely to the far side of the river before the bridges are destroyed to slow the orcs' advance."

You should have four outcomes now. Arrange them from best to worst, then look at how many victory points are available on the most common paths of your adventure flowchart. Then make your third judgment call: Decide how many victory points the PCs will have to earn to get each result.

As a rule of thumb, the PCs should get the worst result if they earn 25 percent or less of the available victory points on the likely flowchart path, the nominal result if they earn between 26 percent and 50 percent, the good result if they earn between 51 percent and 75 percent, and the great result if they earn more than 75 percent. Adjust the percentages as you see fit, and you've constructed the framework that will guide you as you describe the battle's overall outcome to the players.

WHEN THINGS GO OFF THE CHART

PCs are notoriously independent, so they don't always follow the carefully crafted battleplans of their commanders. The character's actions will certainly veer off your carefully constructed flowchart from time to time.

When this happens, you have a number of tools to bring them back into encounters you've prepared—or you can have fun improvising as characters wander around the battlefield.

Especially for players accustomed to dungeons and other site-based adventures, the temptation to just wander around the battlefield slaying everything in sight is palpable. For the first time ever, the PCs are in close proximity to hundreds or thousands of enemies, and they have carte blanche to hold nothing back in combat. But even players experienced in battlefield adventures sometimes decide that best battle plan involves nothing on your flowchart, so they make plans of their own.

When the PCs are about to leave your flowchart behind, here are some things you can do.

Order Them Back on Track: The most obvious solution—and it's one steeped in the war genre—is to have a commanding officer give the PCs a direct order that leads them into an encounter on your flowchart. Even if the rank-and-file soldiers have a "better" idea, the commanders are the ones who get to set the course of battle.

But PCs are a stubborn bunch, and players tend to resent being railroaded into a course of action they don't like. Before you have an NPC commander order the PCs to undertake a particular mission, consider how likely the PCs are to balk completely, potentially setting up an insubordination or desertion crisis in the middle of the battle. It's often better if a commander appeals to a known motivator for the PCs, such as bravery, loyalty, or pride.

For example, say the characters get the idea that they'd like to sneak behind enemy lines and take out the enemy general. However, your adventure relies on them protecting a keep from wave after wave of enemy attacks. Rather than having the PCs' commanding officer order them to stay put and forbid them from going general-hunting, she could do any of the following:

- Appeal to the PCs' bravery, noting that she's assigning them this defensive position because the rank-and-file troops are too quick to retreat.
- Point out the keep's strategic importance (implying that a lot of victory points are at stake if the PCs can hold the location).
- Mention the opportunities for plunder (well-equipped mercenaries will be the attackers) or glory (implying that a lot of recognition points are at stake).
- Observe that the enemy's command structure can certainly withstand the loss of a single general, but that holding on to the fortifications on the battlefield is the key to winning the day.

Real-life commanders rarely have to explain their orders or appeal to their soldiers' honor and good nature. But your fictional counterparts should do so because it gives the players control over their PCs' destiny—even if you're nudging them in a particular direction.

Up the Ante: If the PCs are going to go their own way on the battlefield, take a moment to ask yourself why they're rejecting the choices you presented them (the paths on your flowchart). If the players don't realize the options they have, you can make them more obvious, or even have an NPC advise them of what their options are.

It's more likely that the players aren't taking certain actions because they don't think the ratio of reward to risk is high enough. If that's the case, you can either increase the reward or reduce the perceived risk.

You can make a particular course of action more tempting by offering more victory points, recognition points, or potential wealth. If the characters are reluctant to chase down the retreating drow, for example, you can mention that they seem to be forming up around a particular cave entrance (one that leads to an underground tunnel network, making it an important maneuver point).

You can also up the ante by reducing the perceived risk of a course of action. For example, characters worried about attacking an enemy stockade might think better of the idea if you describe drowsy guards or an unobserved approach to the walls. One way to reduce the PCs' perception of risk is to have a friendly unit arrive and offer to assist the PCs. Getting to the stockade is easier if griffon-riding allies swoop overhead to distract its defenders.

Provide Intelligence: Many times characters will get stuck on the battlefield because they don't know how to proceed. Worse, players will have their PCs argue with each other over the best course of action, and your battlefield adventure turns into a debate competition. Obviously, it's okay if the PCs spend noncombat time discussing strategy, but you don't want the conversation to drag on beyond the point where everyone's having a good time.

If the players honestly don't know how to proceed, you should provide them with more information or, better yet, the opportunity to uncover intelligence for themselves. The PCs might spot enemy cavalry bearing down on a friendly supply train that's unaware of the danger. They could discover war plans on the corpse of an enemy they've just defeated. They might attain a vantage point from where they can see how the battle is unfolding, with the left flank of their own army about to collapse.

Reconnect Them Later: If the PCs look like they're going to head down an unforeseen path, you can let them do so, give them a fun encounter, then reconnect them to your adventure. If high-level PCs take off in pursuit of low-level enemy men-at-arms, you can give them the encounter they seem to want: a blowout in which they wreck an enemy unit at little risk to themselves. (Players like to be challenged, but they also enjoy the occasional cakewalk.)

Afterward, give the PCs plenty of opportunities to get back onto the flowchart in the form of skirmishes they see elsewhere on the battlefield, friendly units asking for help, and commanders checking on them. You're giving the characters a sense of independence, but you're also showing them the way back to the challenges you've prepared.

Redraw the Flowchart: Even if the players confound the links on your flowchart, you've still got a bunch of well-designed encounters you can throw at them. Don't be shy about changing the links and presenting those encounters in a different context. If the PCs ignored the retreating enemy cavalry, for example, you can use that encounter later by having the cavalry unit charge the PCs. If the PCs head into no-man's-land rather than assist in the defense of the trench network, you can stage an encounter in an abandoned trench network near the enemy lines, using the trench map you've already prepared. As long as the PCs are running around the battlefield having fun encounters, you're doing your job as DM, and you've got all the tools you need (victory points, recognition points, XP, and gold) to reward the characters.

Let Them Go: You've already established the overall flow of battle, you've got a series of battlefield maps, and you know the general makeup of both armies. That means you've got all the tools you need to improvise a battlefield adventure. If you're comfortable designing interesting encounters on the fly, let the characters do what they want, even if their actions don't appear on your flowchart.

To throw together a quick encounter, sketch out an encounter map based on where the PCs are on your battlefield map. Then come up with an enemy maneuver element with an EL appropriate for the PCs' level. Quickly assess how many victory points and recognition points are at stake. Then spend a moment to think of a wrinkle: something positive or negative to spring on the PCs during the fight. Reinforcements could join one side or the other, the whole battlefield could get bombarded, or a random event could occur (such as ankhegs emerging from underground and attacking everything indiscriminately).

Finally, think of something you can do at the end of an encounter that will guide the PCs' next actions. For example, you could have a surrendering enemy trooper blurt out some valuable intelligence. Maybe the PCs spot some activity elsewhere on the battlefield that requires their attention. Or perhaps the sky grows just a little darker over the watchtower on the nearby hill.

RANDOM ENCOUNTERS

Regardless of how closely or loosely the PCs adhere to the flowchart you've built, you'll find a good random encounter table to be a useful tool during a battlefield adventure.

A random encounter table isn't intended to be demographically accurate. It should provide interesting encounters of an EL appropriate for your PCs, not an accounting of what units are most likely to be found on the battlefield. A random encounter table for high-level PCs, for example, will feature high-level opposition even if the two armies involved have mostly low-level troopers.

In a particularly large battle, you might want to design several random encounter tables based on geography (one table for the underground tunnels, another for the surface

battlefield) or timing (one table for the start of the battle, another table for after the cultists open the gate that brings in the demon army). But in most battles a single encounter table will suffice if you construct it carefully.

During a typical battle, the PCs might spend some time behind friendly lines, some time in contested ground, and some time behind enemy lines. A 40-20-40 random encounter table can serve all three areas. To build such an encounter table, have the first 40 percent of the table (results 01–40) consist of enemy units. The next 20 percent of the table (results 41–60) are neutral parties, environmental elements, and battlefield events such as artillery bombardments. The final 40 percent of the table (results 61–100) are friendly units.

Once you've built a 40-20-40 table, you use it by rolling d% whenever the PCs are in territory contested by both sides. When the PCs are behind enemy lines with no friendly troops nearby, reroll any result of 61 or higher. If the PCs are in the rear echelon, not currently engaged in fighting, reroll any result of 40 or lower, so that the encounter is either friendly or neutral.

What to Put on the Table: For the enemy and friendly units that make up the lowest and highest sections of the table, use the maneuver elements appropriate for that army. (To build those maneuver elements, see *Designing a Fantasy Army*, page 24.)

In the 40 percent of the table devoted to enemy units, twenty of the possible results should be tied to maneuver elements with an EL equal to the PCs' average level. Four of the possible results should be tied to easy encounters with enemy units of an EL lower than the party's average level. The same goes for tough units, of an EL 1 to 4 higher than the PCs' level, and overwhelmingly powerful enemy units with an EL 5 or more higher than the PCs. The remaining eight possible results should either be more enemy units at the PCs' average level or tougher encounters in which smart PCs can find and exploit a weakness in their foe (such as enemy cavalry encountered near terrain where horses can't go).

You should adjust the enemy ELs upward if the PCs are going to have significant NPC assistance, then award experience points based only on what the PCs themselves overcome.

For the friendly units that populate the highest 40 percent of the table, you're less interested in the EL of the unit because the PCs probably won't be fighting these guys. Instead, you want to focus on interesting encounters that do one of three things: give the PCs a chance to help others, give NPCs a chance to help the PCs, or set up a conflict with a "friendly" unit that might require negotiation to avoid coming to blows.

Demoralized units are a classic example of the first kind of friendly encounter. The PCs get a chance to try to earn some recognition points for rallying the troops, you get a chance to pass along information about how the larger battle is going, and the characters feel more like they're a useful part of the larger army, not just a band of independent soldiers.

Sometimes the PCs are in dire straits themselves, so the second kind of friendly encounter would be more than welcome. Whether it's archers who cover the PCs' retreat or an allied cleric who tends to the PCs' wounds before the next gnoll assault, such encounters are a good way to keep the PCs adventuring longer in game-world terms.

Not every allied unit is necessarily friendly. The PCs might have to handle obstinate subordinates, units that mistake them for enemies, and allied commanders that have turned crazy, cowardly, or traitorous. This third kind of "friendly" encounter is a good way to provide NPC interactions that don't immediately lead to combat, giving PCs a chance to employ their social skills on the battlefield. The characters might have to convince a general that their original mission is more important than the suicidal charge he's planning—or better yet, talk him out of it and save the fellow soldiers who have already been drafted for the charge.

The middle section of the random encounter table is where you can connect the battle to the rest of the campaign world. It's where the PCs meet civilians, wandering monsters, and others swept up in the tide of war.

Here are some encounters you can include in the middle, or neutral, section of a random encounter table.

- Bombardment from friendly or enemy siege engines.
- Deserting units from either side.
- Units from ostensibly neutral armies or political factions that have been sent to observe, gather intelligence, or serve some darker purpose.
- Bandits, marauders, and other neutral units seeking plunder and riches on the battlefield.
- Monsters that inhabited the area before it became a battlefield. Refer to the tables beginning on page 96 of the *Dungeon Master's Guide* for a list of monsters appropriate to the climate and terrain.
- Monsters drawn to the battlefield, often seeking corpses to eat or reanimate.
- Civilians caught in the crossfire of battle trying to hunker down and survive.
- Weather and magical effects that can pop up sporadically, such as cloudbursts or unhallowed ground.

How Often to Check: Your own sense of pacing should guide how often to check for random encounters. If the PCs are heading directly toward the battle's climactic encounter, there's little sense in spending real-world time on a minor skirmish when the climax is looming. Conversely, if the PCs are doing routine tasks or simply watching a battle unfold, you can jolt them into action by throwing a random encounter at them.

If you're otherwise happy with the pacing of your adventure at present, consider rolling on your random encounter table once per hour (if the PCs are stationary) or once for every 5 squares they traverse on the battlefield map (if they are traveling). You could increase the likelihood of random encounters near a battle's key maneuver points, and decrease it on the fringes of the battle.

BATTLEFIELD ENCOUNTERS CHAPTER THREE

Illus. by D. Konecs



Player characters can encounter almost any monster on the battlefield, if for no other reason than the fact that a battle can spring up almost anywhere. Many of the PCs' hostile encounters will simply be with members of the enemy army.

You can use the following encounters in three ways. It's easy to integrate them into a battlefield adventure you're planning (see Chapter 2). If you want to give PCs a taste of the battlefield, you can include these encounters as a sideline in a traditional D&D adventure that takes place near a battle or at the behest of an army. And if you just want an evening's entertainment, you can run any of the following encounters as stand-alone scenarios.

Here is the format for battlefield encounter descriptions.

BATTLEFIELD ENCOUNTER NAME (CHARACTER LEVEL)

Description of the encounter setup in plain language.

Character Level: The optimal average character level for the encounter. Characters of the indicated level are expected to expend 20% to 25% of their resources in such an encounter, much as if they were engaged in an encounter of an EL that matched their character level. Note that the actual EL of the opponents in the encounter tends to exceed this value, since it takes into account allied forces aiding the PCs.

Objective: The PCs' goal. Many battlefield encounters have primary and secondary objectives.

Allied Forces: Additional troops or reinforcements available to the PCs undertaking the mission.

Enemy Forces: The foes the PCs will face in the encounter. These creatures are described either in the *Monster Manual* or in the appendices of this book (or both). Depending on the encounter and the situation, the PCs might be aware of some, all, or none of these foes before the encounter begins.

Terrain Features: Any significant features of the landscape that could affect the outcome of the encounter, such as hills, undergrowth, or fortifications.

Tactics: Options available—whether to the PCs and their allies, their enemies, or both—and what effect such tactics have on the encounter.

Aftermath: Effects of a successful or unsuccessful operation by the PCs.

XP Adjustment: In addition to the normal reduction of XP awarded after a battlefield encounter that features allied NPCs fighting alongside the PCs, some encounters afford the PCs even greater support before, during, or after the battle. In such cases, reduce the XP reward granted to the PCs by the indicated percentage. This concept is detailed more fully in the XP on the Battlefield section (see page 61).

In cases where this circumstance does not apply, the entry is absent.

Scaling This Encounter: Advice on how to adjust the encounter's difficulty for a wider range of character levels.

SAMPLE BATTLEFIELD ENCOUNTERS

The following encounter can serve either as set pieces or as building blocks for battles. With variations, they can be used over and over again.

CUT SUPPLY LINE (4TH)

Enemy forces are bringing food and ammunition to support their troops in an upcoming battle. The goods are being transported by a wagon caravan, and the PCs' commander has determined the route the caravan will take, one that will lead past a thick grove of trees that might make a perfect ambush site.

Character Level: This encounter is designed for characters of 4th level.

Objectives: Primary: Destroy or capture the four caravan wagons.

Secondary: Destroy or rout opposing forces.

Allied Forces: While striking the caravan is a vital mission, the commander can spare only one unit of troops to accompany the PCs. The PCs can choose between a unit of human regulars or human archers, led by a human sniper.

- 1 human sniper (page 142)
- 20 human regulars (page 142)

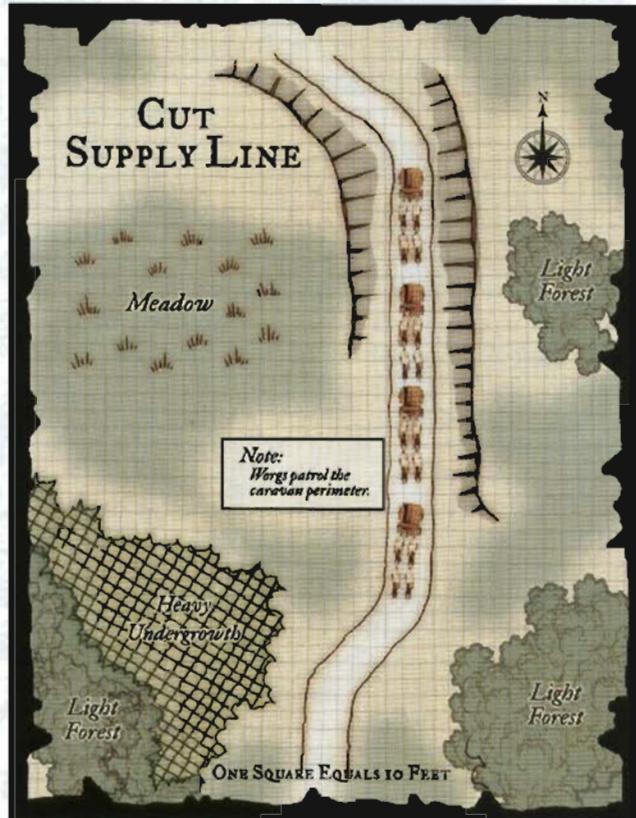
OR

- 1 human sniper (page 142)
- 20 human archers (page 142)

Enemy Forces: The caravan consists of four wagons each pulled by four mules (*Monster Manual* page 276). Each wagon has two goblin drivers (treat as standard goblins; see *Monster Manual* page 133). The wagons are defended by goblin spear-carriers marching in front and by goblin archers stationed on the wagons (treat both archers and spear-carriers as goblin sneak corporals). A squad of goblin worg-riders patrols the perimeter.

- 10 goblin worg-riders (page 148; see *Monster Manual* page 256 for worg)
- 20 goblin spear-carriers (page 148; replace short sword with spear, 1d6/x3)
- 20 goblin archers (page 148)

Terrain Features: The road winds through light forest. The ambush location is a spot where heavy undergrowth grows to within 30 feet of the road, near the edge of a wide meadow. The roadway is 10 feet wide, with at least 30 feet of clear terrain on either side.



Tactics: The thick undergrowth is a perfect place to hide a small squad of 20 archers or regulars, providing a +5 bonus on Hide checks for such troops or PCs. The goblins will likely not notice the hidden troops, but the worgs might, with their +6 modifiers on Spot checks. Once combat ensues, the goblin spear-carriers will attempt to engage the PC's allies, and the worg-riders will mount a charge. The archers will take potshots as well, but aren't as effective if the fighting moves onto the road in front of the caravan.

Aftermath: Once the goblins have been killed or routed, the wagons are there for the taking, though the mules are difficult to move off the road (DC 25 Handle Animal check). The wagons can be set aflame or otherwise destroyed. If the PCs retreat before defeating the goblins, even if they have destroyed the wagons, the worg-riders give chase for 10 rounds.

Scaling This Encounter: To use this encounter with a party of 2nd-level PCs, remove the worg-riders.

To increase the difficulty for 6th-level characters, replace the goblin spear-carriers with a squad of 5 ogres (*Monster Manual* page 199). In either case, also change the contents of the caravan to suit the strength of arms defending it.

REINFORCEMENTS (4TH)

The duke's keep is under siege by goblinoids that swept out of the mountains without warning, trapping the PCs inside. The defenses are holding for now, but supplies will last no more than a month, and the attackers are

building siege weapons that will be usable within weeks. The duke calls the PCs into his chambers and asks them to slip through enemy lines and bring back reinforcements before the keep falls.

The keep has an escape tunnel that opens in a cluster of trees behind the keep. Unfortunately, the horde surrounding the keep extends beyond that point.

Character Level: This encounter is designed for characters of 4th level.

Objectives: Primary: Get past enemy forces and reach friendly forces in a nearby citadel.

Secondary: Gather intelligence about the enemy army's disposition while sneaking through it.

Allied Forces: The duke can spare a single squad of soldiers, who will accompany the PCs out through the escape tunnel and cover them as they make their way through the sleeping horde. This squad then retreats back into the escape tunnel, collapsing the tunnel behind them if their presence has become known.

- 10 human regulars (page 142)
- 2 human cleric corporals (page 142)
- 1 human soldier sergeant (page 142)

Enemy Forces: The goblinoid horde is made up of goblins, hobgoblins, and bugbears living in tents out past the range of the keep's siege weapons. Squads patrol the horde camp. A typical squad has the following composition:

- 10 goblins (Monster Manual page 133)
- 2 hobgoblins (Monster Manual page 153)
- 1 bugbear (Monster Manual page 29)

Terrain Features: The cluster of trees is an oval 60 feet long and 30 feet wide in the center. The tunnel entrance is roughly in the middle of the oval. The terrain beyond the trees is rolling farmland dotted by the goblinoid camps. The horde extends for an additional 200 feet past the far edge of the trees.

Tactics: The duke's troops fan out and take up positions at the edge of the trees to cover the PCs as they move through the sleeping horde. If the characters are spotted by a patrol, the duke's troops open fire with their ranged weapons. The PCs need to concentrate on stealth—while they might be able to handle a single patrol, they will quickly be surrounded and overwhelmed if a general alarm is raised.

Aftermath: If the PCs make it through the horde, they will be able to make it to a nearby castle or city within a few days, where they might need to use Diplomacy to gain access to the local nobility or Gather Information to find out the location of the nearest battalion of the queen's regiment. They can then return with an army and join the battle to save the keep. In this case, see the Take out the Trebuchet scenario (page 50), scaling that encounter as necessary.

If the PCs are captured, they will have to escape to complete their mission. If they cannot find reinforcements in time, they can delay the attack by sabotaging the siege weapons being constructed.

Scaling This Encounter: For a 2nd-level group, the duke provides a smaller squad of allied troops, which consists of 5 human regulars and 1 human cleric corporal of 2nd level.

The enemy squads consist of 6 goblins and 2 bugbears.

For a 6th-level group, the duke provides a squad of elite troops, which consists of 5 human soldiers (page 142), 2 human cleric lieutenants (page 142), and 1 human knight captain (page 143).

The enemy squads consist of 8 gnolls (Monster Manual page 130), 2 bugbears, 1 hobgoblin soldier captain (page 149), and 2 ogres.

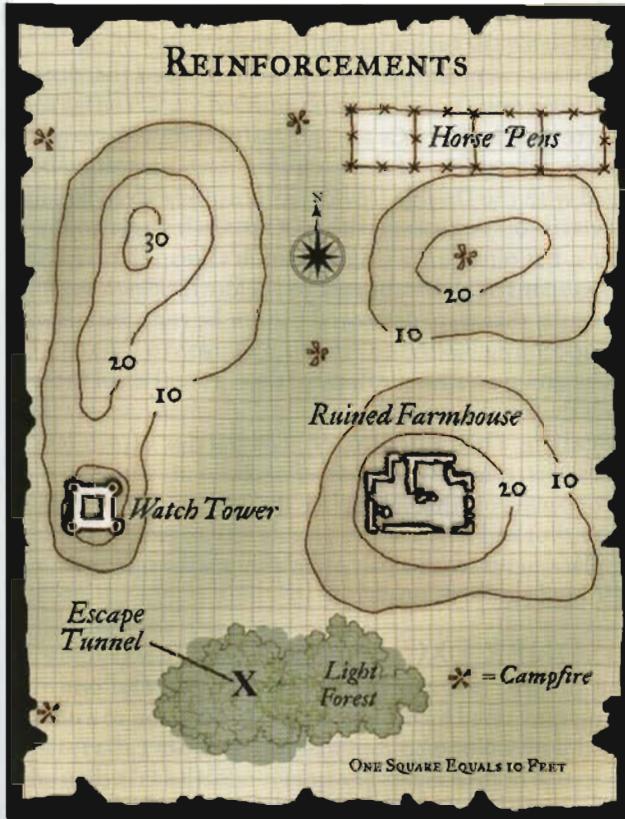
DESTROY ARTILLERY (6TH)

The enemy has a field of fire along a relatively clear approach, with two batteries of catapults to threaten the area. The PCs' commander wants to attack at dawn the next day, but if the catapults are not destroyed or disabled by then, the strike will turn into a slaughter. The commander depends on the PCs to disable or destroy the enemy's catapults on a strike mission during the moonlit night.

Character Level: This encounter is designed for a party of 6th-level characters.

Objective: Primary: Destroy or disable half of the enemy catapults.

Secondary: Destroy or disable all the enemy catapults.



Allied Forces: This mission requires a degree of stealth, so the PCs are given a squad of elf commandos, led by a 5th-level captain, to assist in the mission.

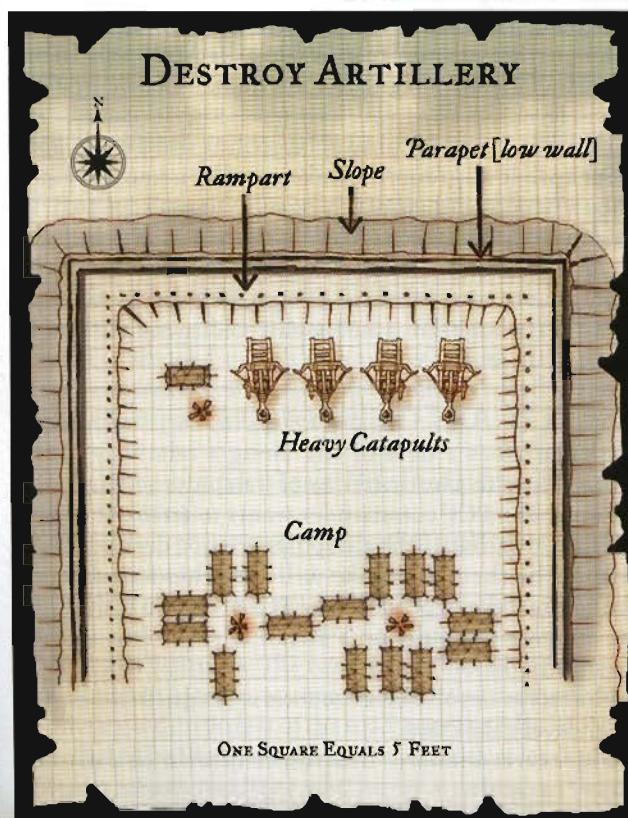
- Elf sniper captain (page 146)
- 10 elf commandos (page 146)

Enemy Forces: The enemy has two emplacements, each one containing four heavy catapults (Dungeon Master's Guide page 99). Two platoons of orc warriors are dedicated to protecting the artillery, and they assist a squad of orc engineers with the catapult operations. The warriors are led by an orc captain and his two sergeant underlings. A squad of ogres has been recruited to help move catapult ammunition.

At night, the enemy is resting but wary. Ten orcs and an ogre are assigned patrol or watch duty at any given time, and the patrols rotate every 2 hours. The rest of the orcs have set up camp about 50 feet behind the catapults; usually half of them are sleeping while the other orcs cavort about small bonfires.

- 1 orc captain (page 152)
- 2 orc sergeants (page 152)
- 40 orc regulars, hp 5 each (Monster Manual page 203)
- 10 orc engineers (page 152)
- 5 ogres (Monster Manual page 199)

Terrain Features: Each emplacement is surrounded on three sides by a rampart, atop which is a wooden parapet.



The four catapults in each emplacement are lined up along the forward-facing rampart. The ground between the emplacements and the camp is clear of undergrowth, as is the ground for 60 feet in each direction from the camp and emplacements.

Tactics: Two groups of 4 orcs each patrol the perimeter of the camp, each group assigned to monitor one of the emplacements. The other 2 orcs on guard duty are stationed atop the rampart, watching for nighttime assaults. The patrolling ogre is normally found near a set of catapults, trying (unsuccessfully) to stack rocks for optimal loading speed.

If the PCs are stealthy, they might not rouse any of the main force. Any orc or ogre that is attacked will yell out unless the foe is taken down with a single quick strike or measures are taken to prevent the sound from traveling.

The sounds of combat or screaming orcs will bring the patrolling orcs within 3 rounds. The nearby camp will sound the alarm, begin waking all sleepers, and prepare for battle. Five rounds after the alarm is sounded, a platoon of 20 orcs starts marching (two move actions per turn) toward any combat. The ogres follow 3 rounds later, and the rest of the orcs 2 rounds after that.

Within minutes after the start of any major combat, a contingent of orc scouts and warriors arrives to determine the cause of the noise. The whole orc army will be roused, and more orcs start pouring into the area.

Stealthy PCs, and the elf commandos, should be able to evade the orc troops by staying hidden and moving silently, perhaps drawing the orcs toward one emplacement while they disable the catapults in the other.

A heavy catapult is primarily made of wood (hardness 5, 60 hit points).

Aftermath: The PCs are successful if they destroy or disable at least four of the catapults. Any catapults sabotaged with the Disable Device skill could be fixed by any surviving orc engineers with a DC 20 Craft (siege engine) check, but repairing a single catapult takes 1d6 hours, so the weapons might not be repaired before the dawn assault. Catapults that were destroyed cannot be repaired before the upcoming battle.

The orcs won't pursue fleeing foes further than 150 feet from the emplacements.

Scaling This Encounter: For parties of 4th-level characters, remove the squad of ogres.

For parties of 8th level, replace the ogres with ogre brutes (page 146) and have the orc patrols stay near the catapult emplacements, with a pair of lightning ballistae (page 136) mounted on the ramparts.

PRISONER EXCHANGE (6TH)

The prince, taken prisoner during a recent raid, is being ransomed by his abductors. In addition to a chest filled with 10,000 gold pieces, the ransom calls for an exchange of prisoners. The queen tells the PCs they are the only people she can trust with this mission. She asks



them to safeguard the ransom and the prisoner—an unruly ogre mage—to the rendezvous point, a clearing in neutral territory two day's ride away through a nearby forest.

If the PCs are expecting an ambush at the rendezvous point, they're wrong. The ambush happens the first night. Just as the PCs are bedding down to sleep, they are attacked by ogres and gnolls.

Character Level: This encounter is designed for characters of 6th level.

Objectives: Primary: Get the prince back to friendly territory.

Secondary: Deliver the ogre mage safely to the rendezvous point.

Allied Forces: The queen provides an additional escort from her elite guards to help safeguard the gold and the prisoner.

- 4 human elite soldiers (page 143)

Enemy Forces: The ambush consists of ogres and gnolls led by an ogre brute.

- 1 ogre brute (page 146)
- 3 ogres (Monster Manual page 199)
- 6 gnolls (Monster Manual page 130)

Terrain Features: The ambush takes place in a small clearing in a deciduous forest at night. The PCs' campfire, if they have one, provides illumination in a 20-foot radius.

Characters with normal vision cannot see past the edge of the firelight. Characters with low-light vision can see an additional 20 feet past the illuminated area. Characters with darkvision (which includes all the enemy forces) can see out to 60 feet during the encounter no matter where they are.

Tactics: The gnolls and ogres swarm the camp and engage the PCs and their elite guard escort while the barbarian ogre leader attempts to slip in and release the ogre mage during the confusion. The ogre mage is in no shape to fight; if freed, she simply attempts to flee.

PCs on guard duty who succeed on an opposed Listen check (against the enemy's party's Move Silently check) receive 2 rounds of preparation prior to the attack. Characters who succeed on an opposed Spot check (against the enemy party's Hide check) receive 1 round of preparation.

Aftermath: If the PCs defeat the ogres and gnolls without losing their ogre mage prisoner, they can continue on to the prisoner exchange as planned, which goes off without a hitch (the ogres are now cowed by the group's prowess).

If the ogre mage or the chest of gold (or both) are lost during the ambush, the PCs can either try to recover the lost goods or try to rescue the prince on their own. If they choose the latter course, see Get 'em Out Alive! (page 51) and scale as necessary for your group.

Scaling This Encounter: Against a 4th-level group assisted by 2 elite soldiers, the ambush consists of 2 ogres and 6 gnolls.

Against an 8th-level group assisted by 4 elite soldiers and a human sniper major (page 143), the ambush consists of 1 ogre mage (Monster Manual page 200), 3 ogre brutes, and 6 ogres.

LEFT BEHIND (8TH)

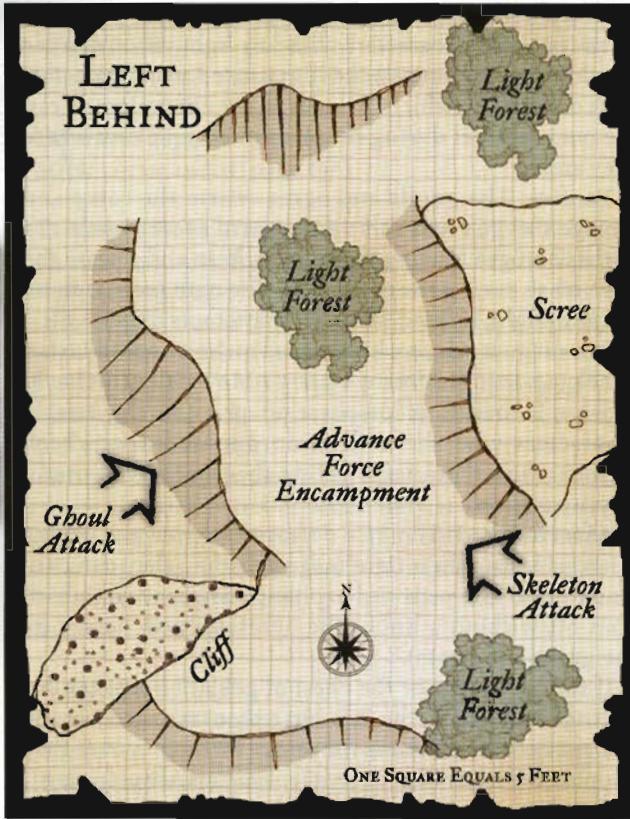
The PCs are part of an advance scouting force consisting of regulars, archers, and scouts, when an avalanche or other event cuts off the passage back to the primary force. A *scrying* spell informs the PCs that the army will take the long way around, and meet up with them in two days. In the meantime, the lich leader of the Unliving Legion has scryed the location of the advance force and sent a strike force of ghouls and ghosts to deal with them. If that attack fails, the lich sends a horde of undead, led by clerics of Nerull, to finish off the intruders.

Character Level: This encounter is designed for a party of 8th-level characters.

Objectives: Primary: Repel the attacks by the undead horde.

Secondary: Keep at least half of the troops alive until the rest of the army rejoins them.

Allied Forces: The advance force is a platoon consisting of a scout squad of elf commandos with their own sergeant, a squad of human soldiers, and a squad of human snipers. Each human squad is led by a sergeant and has a pair of human cleric corporals.



- 1 elf commando sergeant (see Elf Commando, page 146; change to ranger 3)
- 2 human soldier sergeants (page 142)
- 4 human cleric corporals (page 142)
- 20 human snipers (page 142)
- 20 human soldiers (page 142)
- 10 elf commandos (page 146)

Enemy Forces: The first contact with the enemy occurs at dusk on the first night when a pack of ghouls and ghasts attack. The next attack is more organized, with a full platoon of skeletons and zombies led by a number of clerics of Nerull, accompanied by a squad of wight shock troops.

- 3 ghasts (Monster Manual page 119)
- 12 ghouls (Monster Manual page 119)
- 1 human cleric of Nerull colonel (page 151)
- 3 human cleric of Nerull lieutenants (page 151)
- 50 human warrior skeletons in 2 squads of 25 (Monster Manual page 226)
- 12 human commoner zombies (Monster Manual page 266)
- 5 wights (Monster Manual page 255)

Terrain Features: The terrain is mountainous and lightly forested, with only natural terrain features. The allied forces have a few hours during the first day during which they could dig trenches or other fortifications; other earthworks could be built during the second day before the rest of the undead troops arrive.

Tactics: The ghouls and ghasts attack the closest living enemies. If an enemy falls, there is a 50% chance that any adjacent ghoul will stop and feed (dealing automatic damage each round) unless attacked.

The clerics of Nerull in the second wave of attacks will begin by bolstering the undead against turning attempts as the forces march into battle. Once battle is joined, the Nerullites cast first *desecrate* and then *prayer* into the areas of thickest fighting. The cleric colonel then seeks out the PCs, targeting them with *unholy blight* and *flame strike* before wading into melee with poison and slay living spells. The wights try to sneak around to a flanking position and take out stragglers and those near the edge, bolstering their numbers as they create spawn from their victims. When they number ten or more, they seek out any clerics to try to eliminate any source of positive energy.

Aftermath: The rest of the allied force begins arriving a few hours past dawn on the second day, reuniting with the survivors. Any captured clerics can be questioned regarding the forces of the Unliving Legion. Some of the wounded might still succumb to ghoul fever (see *Monster Manual* page 118) if left untreated. Any dead that are buried could eventually be animated as zombies or skeletons by the Nerullites unless proper precautions are taken.

Scaling This Encounter: For a party of 6th-level characters, remove the ghasts and the cleric colonel and reduce the number of wights from 5 to 2.

For a party of 10th-level characters, replace the initial pack of ghasts and ghouls with four wraiths. For the second wave, add the lich's right-hand man, Basarab Voivode (page 151); to the second wave of undead, replace one squad of skeletons with wolf skeletons (*Monster Manual* page 226), and replace the squad of zombies with a squad of 6 ogre zombies (*Monster Manual* page 267).

TAKE OUT THE TREBUCHET (8TH)

The final battle for the duke's keep is under way. The humanoid horde has created a trebuchet and begun bombarding the walls with giant slabs of rock. The duke's forces send wave after wave of flaming arrows into the foe from the walls of the keep, keeping the humanoids at bay, but it is up to the PCs to destroy the huge catapult before it knocks a hole in the keep big enough for the horde to pour through.

Character Level: This encounter is designed for characters of 8th level.

Allied Forces: The PCs arrive with reinforcements: a battalion of the king's regiment. The general gives them command of an elite infantry squad to help fight their way through to the trebuchet, while the rest of her troops attack the horde.

- 8 human elite soldiers (page 143)
- 2 human cleric lieutenants (page 142)

Enemy Forces: To reach the trebuchet, the group must fight through a squad of defenders and then take on the catapult's crew. They must then deal 200 points of damage to the trebuchet to destroy it.

Squad:

- 8 bugbears (*Monster Manual* page 29)
- 8 ogres (*Monster Manual* page 199)
- 2 ogre brutes (page 146)

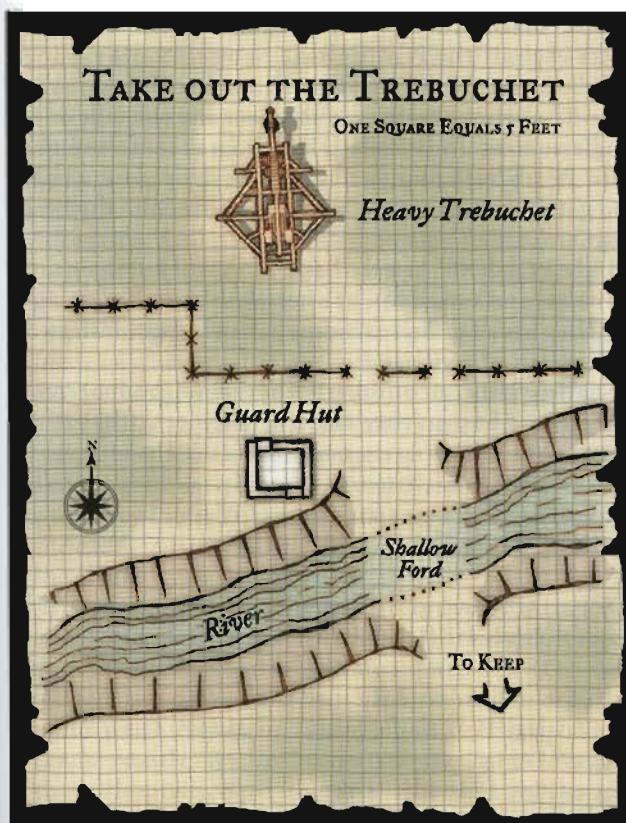
Trebuchet Crew:

- 4 bugbears (*Monster Manual* page 29)
- 2 ogres (*Monster Manual* page 199)
- 2 ogre brutes (page 146)

Terrain Features: The terrain around the duke's keep is rolling fields dotted by clumps of trees. A river flowing down from the distant hills stands between the battalion and the horde.

Tactics: The general's troops keep the majority of the humanoid army occupied while the PCs and the elite infantry squad try to get to the trebuchet. Alternatively, the PCs could attempt to use stealth if they arrive at night or decide to wait until after dark to make their attack. The general will advise against waiting, however, and there is a 5% cumulative chance per hour that the trebuchet will breach the keep walls before nightfall.

The defenders will fight to the death to protect the trebuchet. If the general's troops begin to lose ground, more squads can come to the aid of the siege engine.



Aftermath: If the group succeeds in destroying the trebuchet, they can then help the general rout the rest of the enemy forces (with the aid of the duke's soldiers, who can mount a sortie from the keep once the threat to the walls has been eliminated).

If the PCs fail, the trebuchet smashes a hole in the wall of the keep and the horde pours through, taking the keep, massacring the defenders, and capturing the duke quickly thereafter. The general might be forced to withdraw, and the duke will have to be ransomed back (see *Get 'em Out Alive*, below, and scale as necessary). Alternatively, the PCs might be able to talk the general into letting them try to take the keep back through subterfuge, using a secret entrance situated within a grove of trees nearby to infiltrate the fallen keep.

Scaling This Encounter: For a 2nd-level group, the general provides a small infantry squad of 5 human regulars (page 142) and 1 human cleric corporal (page 142).

The enemy horde is protecting a light mangonel, which takes 100 points of damage to destroy.

Defenders: 6 goblins (*Monster Manual* page 133), 6 hobgoblins (*Monster Manual* page 153), 2 bugbears (*Monster Manual* page 29).

Mangonel Crew: 2 hobgoblins (*Monster Manual* page 153), 1 bugbear (*Monster Manual* page 29),

For a 5th-level group, the general provides a small squad of elite troops: 5 human elite soldiers (page 143) and 1 human cleric lieutenant of 4th level (page 142).

The enemy is protecting a heavy mangonel, which takes 150 points of damage to destroy.

Defenders: 8 bugbears (*Monster Manual* page 29) and 4 ogres (*Monster Manual* page 199).

Mangonel Crew: 4 ogres (*Monster Manual* page 199) and 1 ogre brute (page 146).

For an 11th-level group, the general provides a small elite officer unit made up of some of her best soldiers: 5 human sniper majors (page 143) and 1 human soldier colonel (page 144).

The enemy is protecting a great trebuchet, which takes 300 points of damage to destroy.

Squad: 10 ogres (*Monster Manual* page 199), 4 ogre brutes (page 146), 2 ogre mages (*Monster Manual* page 200).

Great Trebuchet Crew: 8 ogres (*Monster Manual* page 199) and 3 ogre brutes (page 146).

GET 'EM OUT ALIVE! (10TH)

Intelligence has determined that the duke and a small number of POWs are being held in a makeshift enemy camp in the hills on the other side of a nearby forest. It is believed the duke will soon be moved to a more secure location, so the PCs must act now if they wish to rescue him. To further entice the characters to perform this mission, let it be known that one of the PC's siblings was with the prince when he was taken prisoner.

Character Level: This encounter is designed for characters of 10th level.

Objectives: Primary: Rescue the prince and other high-value prisoners.

Secondary: Free all prisoners and disrupt the enemy camp as much as possible.

Allied Forces: Stealth is required for this mission, so only a single unit of elite guards accompanies the PCs to the POW camp.

- 6 human elite soldiers (page 143)

Enemy Forces: The POW camp consists of three wooden buildings, each 30 feet by 60 feet, laid out in a triangle around three 10-foot-by-10-foot huts. Two of the buildings are practically empty, holding little more than bunks and a central table. The third building is partitioned into three rooms: a bunk room with four beds and a table, a more lavish bedroom, and an office. The large buildings house the following troops.

- 12 gnolls (Monster Manual page 130)
- 8 ogres (Monster Manual page 199)
- 5 ogre brutes (page 146)
- 1 ogre mage (Monster Manual page 200)

Six of the gnolls, traveling in pairs, are on guard duty on the outskirts of the camp at all times. In addition, 2 ogres and 1 ogre brute guard the small huts at all times. The rest of the troops are resting in the three large buildings. Half of these are sleeping and half are eating or relaxing. The ogre mage is either outside or in

his office during the day and asleep in the lavish bedroom at night.

Terrain Features: The camp is nestled in a valley roughly half a day's march up into the hills. It is laid out as described above in flat, open ground. The hills rising above the small valley are mostly barren, with only a few rocks and bushes large enough to provide cover within 100 feet of the outskirts of the camp. Scattered groups of trees and bushes and larger outcroppings of rock dot the landscape out beyond 100 feet. The top of the highest hill is 150 feet from camp but only 50 feet higher in elevation.

Tactics: If the PCs are not spotted as they approach the camp, they can determine the routine of the guards as outlined above by watching the camp for several hours. Allow PCs to make a DC 15 Wisdom check each hour (with a bonus of +2 per hour watched). Divination spells such as *clairaudience/clairvoyance* could also help the PCs determine the camp's complement and routine.

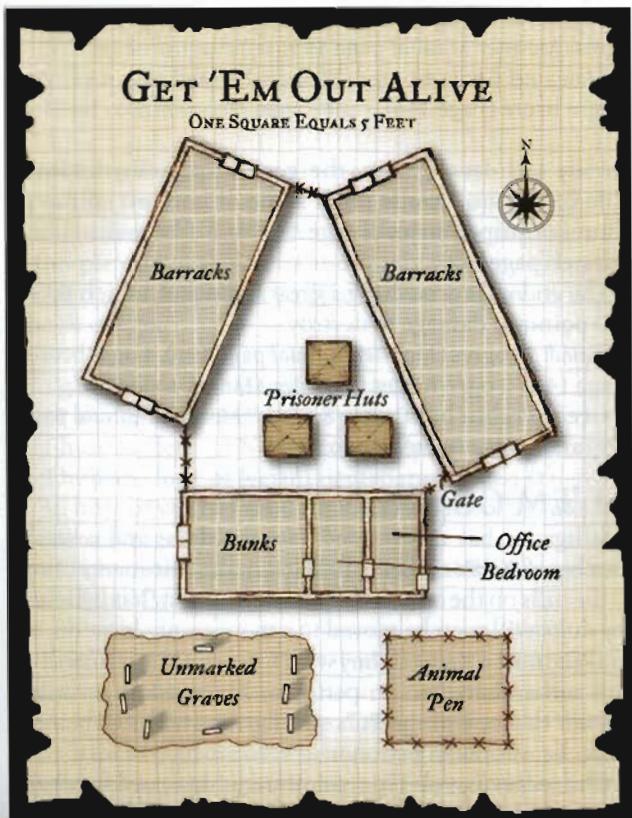
However, all guards get Spot checks to notice the PCs each hour that the characters spend in the hills above the camp. Once the PCs are noticed, an alarm is raised that brings all active guards running. One round after the alarm has been raised, guards dining in the barracks rush out to join the melee. Two rounds after that, the sleeping guards also join the battle. The ogre mage is eating during the first nighttime watch and asleep during the last two watches. If the battle begins to go poorly for the ogres, the ogre brutes attempt to set fire to the small huts before fleeing.

Aftermath: The three small huts contain two prisoners each. If the PCs get to the huts without raising the alarm, it takes a move action to unbar and open the door. The prisoners are at 0 hit points and can take only single actions until healed. If the ogres set fire to the huts, PCs have 5 rounds to open the doors to the huts and get the prisoners out before they die from the heat and smoke.

If the PCs should lose the battle, they will be beaten to 0 hit points and locked into the huts with the other prisoners. They have two days to escape before being transferred to the main ogre village.

Scaling This Encounter: For a 7th-level group accompanied by 4 human elite soldiers (page 143), the camp contains the following enemies, half of which are on duty at all times: 12 orcs (Monster Manual page 203), 8 gnolls (Monster Manual page 130), 4 ogres (Monster Manual page 199), 2 ogre brutes (page 146).

For a 13th-level group accompanied by 4 elite guard majors (7th-level fighters; use Human Sniper Major, page 143), the camp contains the following enemies, half of which are on duty at all times: 12 ogres (Monster Manual page 199), 8 ogre brutes (page 146), 4 ogre mages (Monster Manual page 200), 1 troll hunter (Monster Manual page 247).



KING OF THE HILL (10TH)

Several hill giants are throwing rocks from a rocky knoll on the battlefield, surrounded by enemy troops. The PCs must take the hill, then defend it from further incursions while the main force pushes forward.

Character Level: This encounter is designed for characters of 10th level.

Objectives: Primary: Defeat the forces atop the hill.

Secondary: Hold the hill against attacks by trolls, ogre brutes, and fire giants.

Allied Forces: A squad of dwarf berserkers is eager to accompany the PCs. An army wizard employs a wand of *fly* on the berserkers and any PCs who might require it.

- 10 dwarf berserkers (page 146)

Enemy Forces: A squad of hill giants stands atop the hill, hurling rocks into the battle below. The giants are accompanied by a squad of ogre brutes who cheer them on and place bets on who throws the farthest.

If the giants fall, a nearby squad of trolls takes note and begins climbing the hill. If the trolls are also repelled, two fire giant soldiers lead their ogre brute squads in an effort to reclaim the hill.

- 4 hill giants (Monster Manual page 123)
- 5 ogre brutes (page 146)
- 10 trolls (Monster Manual page 247)
- 2 fire giant soldiers (page 147)
- 10 ogre brutes (page 146)

Terrain Features: The hill has three steeply sloped sides and a 30-foot-high cliff face on one side of the hill. The slopes lead up to a 30-foot-radius domelike summit. Spikes set around the base of the hill are treated as a *fraise* (see page 34), making charges or attacks from below more perilous.

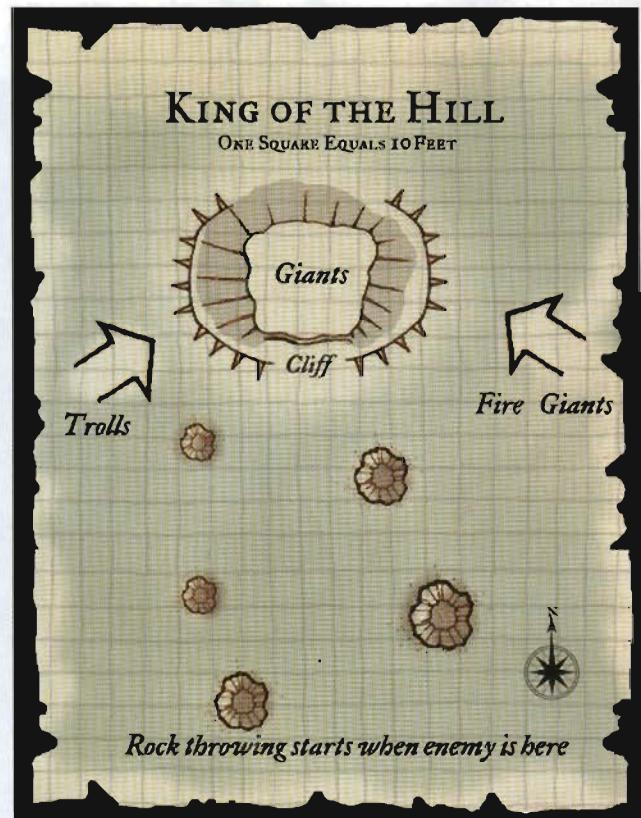
Tactics: Unless concealed by invisibility or similar magic, the approaching dwarves and PCs draw the hill giants' notice at a distance of 150 feet. The giants then begin throwing rocks at the incoming flyers, engaging in melee when the PCs are within range. The ogre brutes join in the fight as well.

When the trolls attack, they move upward through the *fraise*, heedless of the damage the spikes might cause, and throw themselves wildly into the brawl. Some trolls might try to grab flying opponents and then jump off the cliff, causing falling damage to both the troll and the flyer.

The fire giants and their ogre brute allies are more cautious, moving at half speed through the spikes as they approach the top of the hill.

The dwarf berserkers, being fearless, will not rout and will fight to the last.

Aftermath: The battle continues to rage below. Once the hilltop is secure, the PCs' allies are able to push forward. If the PCs defeat the fire giants, the enemy



force abandons any further attempts to take the hill. If the PCs retreat without defeating the fire giants, they have provided a brief respite for their allies but the enemy forces will soon pick up where the hill giants left off and once again begin a barrage of rock fire from the summit.

XP Adjustment: -10% (magical insertion).

Scaling This Encounter: For 8th-level parties, use regular ogres instead of ogre brutes, reduce the number of hill giants to 2, and use only 1 fire giant.

For 12th-level parties, replace the hill giants with hill giant brutes (page 147) and use fire giant soldiers (page 147) instead of regular fire giants.

SPECIFIC UNITS

The following units are constructed from the building blocks in the appendices of this book and elsewhere in the D&D rules. They are designed to showcase the variety of foes the PCs can meet on the battlefield, yet be simple enough for the DM to drop into an ongoing game with no difficulty.

ARMY OF NATURE'S WRATH

War can devastate natural terrain. Meadows are trampled by troops, and forests cut down to create siege engines. Freuntin, a druid who considers himself a shepherd and protector of the woodlands, tried to prevent trespassers from entering his forest by increasing the undergrowth and making travel through the trees more difficult. But



Some of the scouts and soldiers that make up the Army of Nature's Wrath

still the armies would cut and burn, until Freuntin realized that in order to prevent further destruction the armies must be repelled by force.

The druid beseeched the woodland denizens for representatives to create Nature's Wrath, the army of the forest, and he was successful in creating a force of moderate strength that should be sufficient to repel invaders. The bulk of Nature's Wrath consists of warriors from lizardfolk tribes, with ranged support coming from squads of centaur archers. A grace of unicorns provides quick-strike troops, and a treant ally brings his animated trees into battle alongside shambling mounds. Though the druid can use his magic to garner much information from woodland creatures and the forest itself, Nature's Wrath employs an eyrie of giant eagles to assist the centaurs with traditional scouting; the eagles double as bombardiers. A recent addition is a pair of dwarf werebears, who fled into the forest to avoid persecution from society. The werebears have befriended brown bears in the forest and lead them in strike teams on hit-and-run raids.

If given time to prepare a battlefield, Freuntin will place holly berry fire seeds in appropriate locations while the shambling mounds find places to hide. Between *commune with nature* and the vigilant giant eagles, Nature's Wrath is almost always aware of the location of forces within or near the forest.

Command Retinue

EL 12: Freuntin and his entourage monitor a battle closely, though they will not hesitate to join the combat if their skills are required. The druid is attended by a treant and one of the lizardfolk chieftains; a shambling mound is usually hiding nearby. In battle, Freuntin uses *call lightning* to blast troops and bolster his shamblers, while the treant animates trees in the midst of the enemy. The lizardfolk captain protects Freuntin, staying nearby and engaging any who threaten the druid. If hard-pressed, the lizardfolk chief calls for his brethren to assist, bringing a squad of 10 lizardfolk infantry led by a lieutenant in 1d6 rounds.

Freuntin, Druid of Obad-Hai: hp 75; page 144.

Lizardfolk Captain: hp 77; page 150.

Shambling Mound: hp 60; *Monster Manual* page 222.

Treant: hp 70; *Monster Manual* page 245.

Lizardfolk Infantry (10): hp 11 each; *Monster Manual* page 169.

Lizardfolk Lieutenant: hp 49; page 150.

Scout Team

EL 9: Nature's Wrath patrols the forest floor with squads of centaurs, while giant eagles circle the skies looking for any signs of an opposing force. If not terribly outnumbered, the centaurs encircle the enemy, taking a shot every round while maintaining distance from their foes. The eagles notice any combat, and large rocks

PELARCH'S UNLIVING LEGION

Centuries ago, the cleric Pelarch made a pact with the powers of death and evil, transforming himself into a lich in exchange for bringing death and undeath into the world. In the intervening years, he has bided his time, plotting and planning the battles to come. Now he has determined that the time is right, and he has raised up his undead horde to wage war.

Pelarch's first victory was not on the battlefield but instead involved one man. Basarab Voivode was a noble paladin who lost his family while he was away at war. Over the span of a decade, Pelarch slowly corrupted the paladin, eventually turning him to the path of the blackguard. Once his field general was secure, the lich began gathering his army by recruiting clerics of Nerull to his cause. The legion's first assault involved the capture of an onyx mine, where undead miners continue to produce onyx for the animation of more zombies and skeletons. Eventually Pelarch was able to coerce more free-willed undead under his banner; he especially coveted these creatures due to their ability to create additional spawn.

Now a throng of undead marches to battle, supported by a small cult of Nerullites. Skeletons and zombies make the bulk of the army, with low-level clerics bolstering the ranks. Cleric lieutenants make use of *animate legion* spells (see page 124) to temporarily animate fallen enemies, or channel negative energy to repair the undead horde. Wights can turn the tide of battle quickly, as they create spawn from lesser troops to supplement their own numbers, and packs of ghosts and ghouls provide more subtle but just as deadly strike teams. With every battle, the numbers of Pelarch's Unliving Legion swell, and if they are ever defeated and scattered to the winds, Pelarch will re-form the force and spend centuries planning his revenge.

Command Retinue

EL 16: Pelarch is accompanied by his field general, blackguard Basarab Voivode, and two Nerullite cleric colonels. Pelarch is extremely patient, and content to let his undead horde do battle; after all, they are easily replaced. Basarab is more restless and will eventually charge off into the battle if he gets bored. If an enemy unit or foe seems particularly strong, Pelarch will send one of his colonels or Basarab to deal with them. The lich only enters combat himself if directly confronted or if he deems that Basarab cannot handle it. Once he begins to fight, however, Pelarch uses the most direct and damaging spells at his disposal, targeting good-aligned clerics or wizards first with multiple destruction spells and using *harm* on warriors or rogues. Pelarch knows his physical shape will reform if he is "killed," so he has no fear of being destroyed. Basarab focuses his attacks on those attacking Pelarch, setting himself up for sneak attacks and using his *smite* ability when appropriate. In the meantime, the clerics will employ their spells to increase their Armor Class and melee abilities, then

falling from the sky herald their arrival 1d4+2 rounds later. The eagles can find and carry rocks or trees that weigh between 200 and 300 pounds and drop them from a height of 100 feet, dealing up to 10d6 points of damage; see the aerial bombardment rules in Chapter 4. It takes a giant eagle 1d4 rounds to find another payload to drop, 1 round to pick it up, and 1 round to get into position again, so an eagle can only attempt an aerial bombardment every 1d4+2 rounds.

Centaur Scout Squad (5): hp 26 each; *Monster Manual* page 32.

Giant Eagle Bombardiers (3): hp 26 each; *Monster Manual* page 93.

Shock Troop

EL 7 or 8: When battle is joined, the attack is spearheaded by lizardfolk warriors, led by a lieutenant underling of the chieftain. They initiate the conflict with a volley or two of javelins before charging in with club and claw. In swampy terrain they might try to hide in a bog, emerging with surprise to attack the enemy. Some lizardfolk infantry are supported by shamblers, or can call for one if the situation is dire. In such cases, a shambling mound arrives in 1d6+1 rounds.

Lizardfolk Infantry (10): hp 11 each; *Monster Manual* page 169.

Lizardfolk Lieutenant: hp 49; page 150.

Shambling Mound: hp 60; *Monster Manual* page 222.

Reserve

EL 8: The unicorns are initially kept in reserve, as Freuntin waits to see where they might best bolster the troops. Their speed allows them to join battle quickly, and if a particularly dangerous enemy or group of enemies makes their presence felt Freuntin will direct the unicorns to teleport into a position from which they can unleash a devastating charge. They might also be used to help injured troops as well, teleporting into the midst of the melee and using their healing magic on the wounded.

Unicorns (6): hp 42 each; *Monster Manual* page 249.

Strike Team

EL 9: The werebears and their ursine allies form a powerful but mobile strike team. Those unfortunate enough to be the target of these troops are usually quickly overpowered by the sheer strength and ferocity of the lycanthropes. The werebears typically attack in hybrid form. Their tactics are straightforward: They head toward their objective, destroying any who get in their way. If the normal bears become significantly injured, with one-quarter or fewer hit points remaining, then the strike team will make a fighting withdrawal, with the werebears protecting the retreat.

Brown Bears (3): hp 51 each; *Monster Manual* page 269.

Werebears, Dwarf Warrior (2): hp 32 each; page 146.

throw themselves into combat. They might use *inflict* spells on the lich but won't heal each other since even if they die, death is victorious.

Pelarch, 13th-Level Human Lich Cleric: hp 90; page 151.

Basarab Voivode, Blackguard: hp 98; page 151.

Cleric of Nerull Colonel (2): hp 57; page 151.

Shock Troop

EL 7: Leading the charge of the Unliving Legion is a gang of wights. Sometimes they march in the midst of the skeletal horde, but they prefer to move out ahead of the troops, trying to stay hidden until they are upon the enemy. If they can catch a group of soldiers unaware, they might be able to slay many of them very quickly. Within minutes the slain foe rise again as wights, giving them a new force numbering in the dozens. The new, larger group then splits up into smaller gangs, to more quickly spread death and undeath among the enemy.

Wight Gang (4): hp 26 each; *Monster Manual* page 255.

Strike Team

EL 8: Pelarch knows that a pack of ghouls can quickly demoralize a foe as they spread disease through their victims. In order to proliferate ghoul fever, the ghouls are ordered to injure as many enemies as possible without

bothering to kill them all. Of course, most ghouls will stop for a snack if one presents itself, so the orders are sometimes unheeded, but the ghouls are still effective as a strike team. In combat, the ghouls mass toward the nearest foe, while the ghasts try to pick out wizards or others who might be more easily paralyzed. Due to their standing orders, a ghoul has a 50% chance of leaving fallen foes alone instead of feasting, while a ghast will ignore paralyzed or fallen creatures until the end of the combat. When their task is done, the ghasts will sometimes pick a tasty looking foe to carry back and devour later.

Ghouls (12): hp 13 each; *Monster Manual* page 119.

Ghasts (3): hp 29 each; *Monster Manual* page 119.

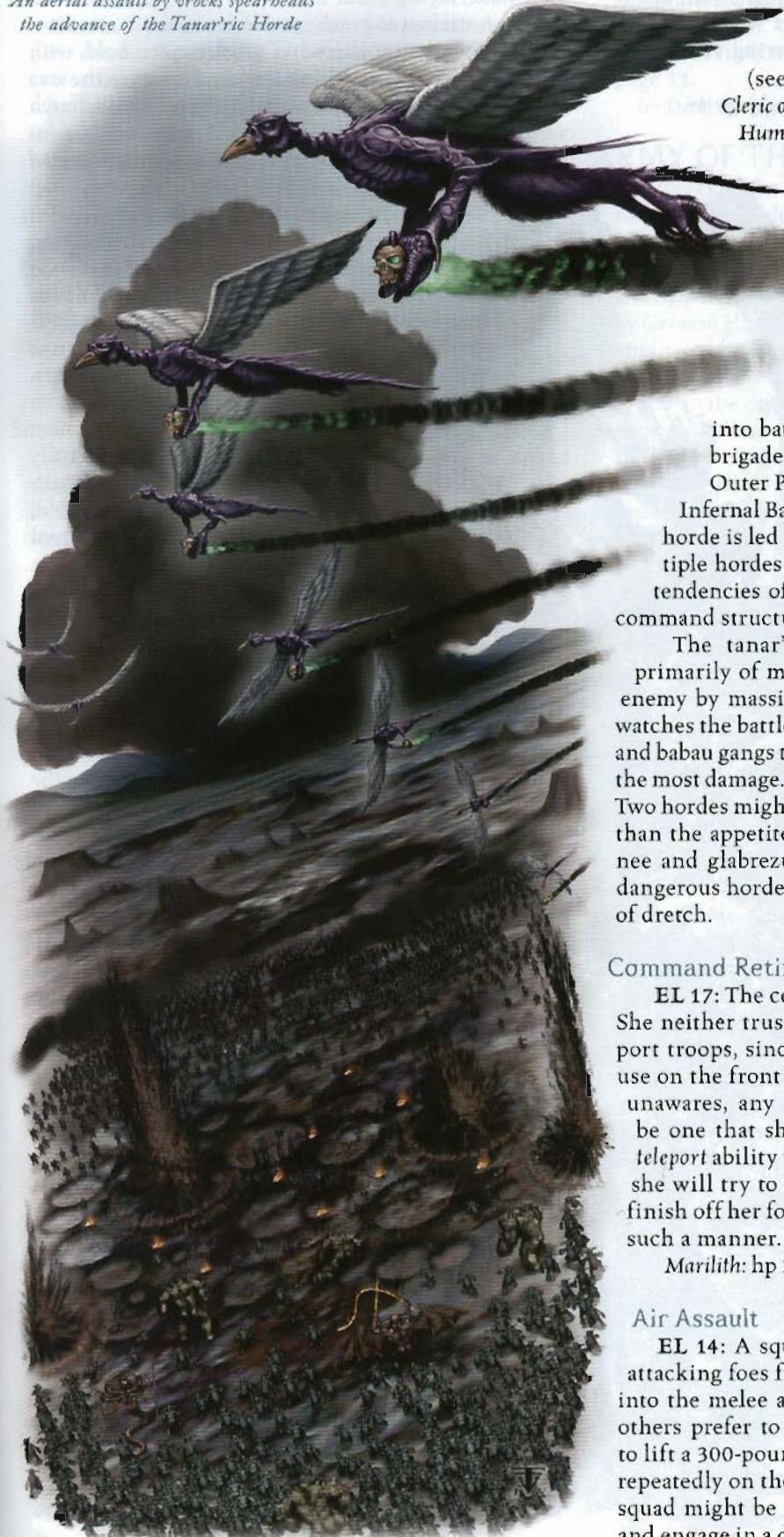
Infantry

EL 7: The backbone of the Unliving Legion is the skeleton and zombie horde. Each unit of skeletons or zombies is tended by a Nerullite lieutenant, who orders the mindless mob about. The cleric usually bolsters the undead with a rebuke attempt as the troops approach battle, and then tries to keep the unit together as long as possible, using her spells when necessary to defeat her foes. While the skeletons and zombies of the horde are mindless and replaceable, the clerics do not have that same view of themselves, and might rout



A cleric of Nerull leads skeleton warriors of Pelarch's Unliving Legion into battle

An aerial assault by vrocks spearheads the advance of the Tanar'ric Horde



if their charges fare poorly, leaving the undead at the line. Some units march under a banner of the unliving (see page 133).

Cleric of Nerull Lieutenant: hp 36; see page 151.
Human Commoner Skeletons (25) or Zombies (12): see Monster Manual pages 226 and 266.

TANAR'RIC HORDE

A demonic army is a fearsome sight, and few are brave enough to stand in their way. Fortunately, armies of demons are seldom seen on the Material Plane. On the Outer Planes, a tanar'ric horde might march into battle against celestial hosts or devilish brigades. Battles could be fought on any of the Outer Planes, and war eternal is waged on the Infernal Battlefield of Acheron. A typical tanar'ric horde is led by a marilith; a balor commands multiple hordes in larger battles. The natural chaotic tendencies of demons do not allow for much of a command structure beneath the leader.

The tanar'ric horde presented here consists primarily of masses of dretches, herded toward the enemy by massive hezrou. The marilith commander watches the battle unfold, sending vrock aerial assaults and babau gangs toward the places where they can cause the most damage. Tanar'ric hordes are far from uniform: Two hordes might bear virtually no resemblance, other than the appetite for death and destruction. Nalfeshnee and glabrezu sometimes lead a horde. The most dangerous hordes use hezrou for rank-and-file instead of dretch.

Command Retinue

EL 17: The commander of this horde is a marilith. She neither trusts nor desires any bodyguard or support troops, since any demon would be better put to use on the front lines. Unless she is somehow caught unawares, any encounter with the marilith would be one that she initiated, and she uses her *greater teleport* ability to choose her battles. If hard-pressed, she will try to summon a glabrezu or nalfeshnee to finish off her foes, but she hates to show weakness in such a manner.

Marilith: hp 216; Monster Manual page 45.

Air Assault

EL 14: A squad of vrocks maintains air support, attacking foes from above. Some vrocks swoop down into the melee and attack with beak and claw, while others prefer to use their *telekinesis* spell-like ability to lift a 300-pound object high into the air and drop it repeatedly on their foes. Once battle is joined, a vrock squad might be directed to land behind enemy lines and engage in a dance of ruin. This aptly named dance

will destroy most enemies along a great swath of the front line, so opposing commanders would be wise to always be on the lookout for cavorting vrocks and disrupt them as quickly as possible.

Vrocks (6): hp 115 each; *Monster Manual* page 48.

Strike Team

EL 11: Extremely stealthy, gangs of babau make excellent strike teams. With their ability to use *greater teleport* at will, babau can reach their destination instantaneously, wreak what havoc they need, then disappear without a trace. When they aren't able to teleport, they keep themselves undetected using more conventional methods. If unprepared for combat, they leave until they can prepare themselves properly. When they fight, they use terrain and allies to their best advantage, always maneuvering for a sneak attack and positioning themselves for *Cleave* opportunities. Babau are typically sent on raid or assassination missions, targeting obvious heroes or leaders.

Babau Gang (6): hp 66 each; *Monster Manual* page 40.

Infantry

EL 12-13: Mobs of dretches comprise the rank-and-file of this tanar'ric horde, with a hezrou keeping the pitiful creatures moving toward the battle. The dretches rush forward, and are usually so frightened of their hezrou wranglers that they sometimes forget to stop and fight, instead running up to and over the enemy line (treat as *bull rush* or *overrun* attempts). This tactic leads to confusion and disarray, which ultimately favors the dretch. The hezrou follow in



their wake, laying about with *unholy blight* or *chaos hammer* in an attempt to break open holes in the enemy line. After a few minutes chaos has usually taken hold, with the demons fiercely attacking any nondemons in the area (except for the hezrou, who occasionally take out a dretch with a wild swing).

Dretch Mob (10-40): hp 13 each; *Monster Manual* page 42.

Hezrou: hp 138; *Monster Manual* page 44.

BAATEZU BRIGADE

From the Nine Hells of Baator, armies of devils march forth, laying waste to anything in their path. Bearded devils march in orderly ranks at the front of a mass of lemures, while cornugons and gelugons loom in the distance and beautiful erinyes soar overhead. The carefully ordered might of the infernal Baatezu Brigade is a sight to behold, but it is much safer to do so from a distance.

The Lords of the Nine and the pit fiends that serve them each have their own vision of the perfect army. The Baatezu Brigade presented here is a sample of many such forces under the command of the archdevil Bel. This force is ostensibly led by a gelugon strategist, but the direction of the Brigade is always influenced by Bel's representatives—a pair of cornugons. When engaging in battle, the Baatezu Brigade is swift and efficient, always attacking the enemy's strongest point, then moving to the next strongest, and so on until every enemy has fled or fallen. Erinyes scout above the battle, occasionally taking potshots at the melee below. Bearded devils are the vanguard, followed by mobs of lemures. Cornugons follow the lemures, marching to where resistance is the strongest, and quick-strike teams are deployed to take out key forces or commanders.

Command Retinue

EL 18: A particularly cunning gelugon is selected to plan the battle, making adjustments during the melee as necessary. It is accompanied by a pair of cornugons, who never leave its side. If confronted, the cornugons immediately attack, concentrating on spellcasters first. Meanwhile, the gelugon creates a persistent image of a pit fiend arriving in a blast of fire and brimstone, then moves to between the cornugons, engaging foes as opportunities present themselves. The fiends use their *summon baatezu* powers only as a last resort, to avoid indebting themselves to other devils.

Horned Devils (Cornugons) (2): hp 172 each; *Monster Manual* page 55.

Ice Devil (Gelugon): hp 147; *Monster Manual* page 56.

Scout Troops

EL 8 or 12: The striking, winged erinyes are the farseeing eyes of the Baatezu Brigade. They usually fly solo, looking for the enemy's strengths and weaknesses and keeping an eye out for anything out of the ordinary. When encountered, an erinyes first tries to use *charm monster* on her opponent, resorting to ranged attacks if that fails. If outmatched, the erinyes telepathically contacts a nearby hamatula, who teleports in 1d4 rounds later and join the fray. If a hamatula is not in range of telepathy, the erinyes uses *greater teleport* to find one and returns with its ally in 1d4+1 rounds.

Erinyes: hp 85; *Monster Manual* page 54.

Barbed Devil (Hamatula): hp 126; *Monster Manual* page 51.

Shock Troops

EL 11: Leading the initial assault, teams of barbazu serve as shock troops for the brigade. They work themselves into a battle frenzy as they reach the enemy, charging forward with their glaives.

Bearded Devil (Barbazu) Squad (8): hp 45 each; *Monster Manual* page 52.

Strike Team

EL 15: When the head is cut from the body, the body will die. That is the credo behind the Baatezu Brigade strike teams. Once the command group is identified by the erinyes scouts, the strike team is deployed, immediately teleporting to the enemy location. It generally comes as quite a shock for the opposing commander to see deadly fiends appear out of thin air, unmolested by her troops. A gelugon leads the attack, directing his barbazu squad to attack. By the time the strike team arrives, it already has a good description of who is in charge, and it focuses its efforts on that target. Osyluths try to keep the target from escaping, using *dimensional anchor* to prevent teleportation and *wall of ice* to limit escape routes before it, too, engages in melee. When the first target is dead, the strike team shifts focus to any significant remaining opponents, until the erinyes inform the team that it can return to the command post.

Bearded Devils (Barbazu) (8): hp 45 each; *Monster Manual* page 52.

Bone Devils (Osyluth) (2): hp 95 each; *Monster Manual* page 53.

Ice Devil (Gelugon): hp 147; *Monster Manual* page 56.

ARMY OF THE ALLIANCE

The forces of the traditionally good-aligned races of the world have banded together to fight the armies of evil. The Army of the Alliance is primarily human but is supplemented with representatives from the dwarf, elf, and halfling lands, each providing specialized troops. Led by General Haus Ballard, the alliance forces employ dwarf engineers, halfling outriders, and elf commandos as well as traditional soldiers, archers, and cavalry.

Due to the diverse nature of the troops at his disposal, General Ballard can alter his tactics to suit the battle at hand. The Army of the Alliance is capable of striking swiftly, with commandos and cavalry hitting the enemy quickly, or of staging a long siege, with artillery and sappers wearing down defenses. Typical tactics involve initial artillery and arrow volley strikes preceding the advance of the infantry. Heavy or light cavalry ride out to the flank, while strike teams bolster the weakest points of the line. Of course, many other missions are carried out during and before the battle—including raids on supply lines, sabotage of enemy siege engines, and the like. Naturally, the presence of battle mages and clerics have significant influence on the outcome.

For the most part, these are the allies that PCs will usually have on the battlefield. Squads or platoons might accompany the PCs on missions, or they might provide the backdrop to the action immediately surrounding the PCs. Many of the units listed below could also be used as components of an opposing army as well, to challenge PCs and their allies.

Infantry

The rank and file troops of the army are usually simply warriors, unless the army has a significant number of conscripts, but some infantry units are more heavily armed and more experienced, as well. The majority of the troops are referred to as regulars, and they march into battle with sword or spear, lightly armored and carrying a wooden shield. Professional soldiers are typically of the fighter class, and are better equipped, sometimes with masterwork weapons. A few units of elite soldiers also fight with the Army of the Alliance, noticeable due to their full plate armor and occasional magic item. Each squad of soldiers is led by a more experienced officer, and some squads might even have clerics or wizards filling a support role.

EL 5: Human regular squad, consisting of 1st-level warriors led by a 2nd-level fighter.

Human Regulars (10): hp 5 each; page 142.

Human Soldier (Sergeant): hp 22; page 142.

EL 9: Human soldier squad, consisting of 2nd-level fighters and a 3rd-level cleric led by a 4th-level fighter.



Human Soldiers (10): hp 18 each; page 142.

Human Cleric Corporal: hp 23; page 142.

Human Elite Soldier: hp 37; page 143.

EL 11: Human elite soldier squad, consisting of 4th-level fighters, two 3rd-level clerics, and a 4th-level fighter captain.

Human Elite Soldiers (10): hp 37 each; page 143.

Human Cleric Corporals (2): hp 23 each; page 142.

Human Elite Soldier (Captain): hp 37; page 143.

Archers

No battle is complete without a cloud of arrows flying through the air. At least, that is the opinion of the archers of the Army of the Alliance. Like the infantry, most archers are warriors, though more trained and experienced units exist within the ranks. Lightly armored, archers are vulnerable to attack, which is why they try to stay behind the infantry. Experienced soldiers are equipped with composite longbows, and elite archers are capable of particularly deadly volleys. Squads of archers might line up with other archer squads, to unleash more damaging volley attacks over the heads of their marching allies.

Here comes the cavalry—the Army of the Alliance has arrived

EL 5: Human archer squad, consisting of 1st-level warriors led by a 2nd-level fighter.

Human Archers (10): hp 4 each; page 142.

Human Sniper (Sergeant): hp 13; see page 142.

EL 9: Human sniper squad, consisting of 2nd-level fighters led by a 4th-level fighter.

Human Snipers (10): hp 13 each; see page 142.

Human Elite Archer: hp 30; see page 143.

EL 11: Human elite archer squad, consisting of 4th-level fighters and a 4th-level fighter captain.

Human Elite Archers (10): hp 30 each; page 143.

Human Elite Archer (Captain): hp 30; page 143.

Cavalry

The cavalry charge is one of the most devastating weapons available to General Ballard. Heavy elite cavalry will take on ogres without a second thought, bearing down on them with hoof and lance. A cavalry squad charges through the enemy lines, then circles back and charges again. Cavalry units in the Army of the Alliance practice in teams of four, with the most decorated of the four designated as

captain. In battle all the teams line up, creating a massive, thundering, charging wall.

The heavy cavalry described below is only one example of the cavalry available to the Army of the Alliance. Light cavalry, with 3rd-level fighters atop light warhorses, take part in some battles. Even more powerful than the heavy cavalry is holy cavalry, so named because each rider is a paladin atop his or her special mount.

EL 10: Human elite heavy cavalry squad, consisting of 5th-level fighters riding heavy warhorses.

Human Elite Cavalry (4): hp 37 each; page 143.

Warhorse, Heavy (4): hp 30 each; Monster Manual page 273.

Recon Troupe

With their keen eyes and ears, elves make excellent scout troops. Elf commandos are tasked with patrolling the perimeter and scouting the enemy's location. Commandos are useful on missions that require stealth and can provide ranged support for other troops as well. A typical recon troupe consists of elf rangers led by a high-level sniper captain. In battle, the rangers strike from concealment, camouflaging themselves in natural terrain and rapidly raining arrows down upon their foes.

EL 7: Elf commando squad, consisting of 2nd-level rangers led by a 5th-level ranger.

Elf Commandos (4): hp 14 each; page 146.

Elf Sniper Captain: hp 36; page 146.

Strike Force

The Army of the Alliance employs many types of strike teams, from freelance commandos or adventuring companies to envoys from barbarian tribes. The strike teams take on a wide range of missions including cutting supply lines, assaulting key defenses, and engaging the enemy's commander.

A contingent of dwarf berserkers represents the stout folk in the Army of the Alliance; they love nothing more than to charge madly into battle against evil. These troops are fearless and will fight to the death if need be. Their mere presence can help bolster the morale of nearby troops, but the most effective ability of these dwarf barbarians is their knack for placing their waraxes in opponents.

EL 12: Dwarf berserker squad, consisting of 5th-level barbarians.

Dwarf Berserkers (10): hp 53 each; page 146.

Other Troops

In addition to the listed troops, the army employs dwarf engineers, elf battle mages, halfling quartermasters, clerics devoted to war and healing, and so on. Use the statistics for NPCs presented in the *Dungeon Master's Guide* (pages 110–128) to fill out the ranks of the Army of the Alliance.

AGAINST THE GIANTS

Many lands are in constant war against giants. In some cases the giants simply raid once or twice a year, but

in other instances the giants form massive armies that march down into civilized lands. Giant armies led by hill giant chieftains, frost giant jarls, or fire giant kings can easily destroy most mundane troops or defenses. Though the armies of giants typically consist of one kind of giant, occasionally various kinds of evil giants might unite under the generalship of a charismatic leader (say, a cloud giant priestess) to wreak havoc on neighboring nations. Ogres and trolls fill out the ranks of these massive armies.

The giants presented in the *Monster Manual* (pages 119–125) can serve as a starting point for giant forces. By adding character classes to the base giants, even ogres can continue to challenge PCs into high levels. Giants presented in this book include brutes and soldiers. Brutes are giants with two or three levels in the barbarian class, whereas soldiers have taken a couple fighter levels. See the individual statistics for ogre brutes, hill giant brutes, and fire giant soldiers in Appendix II: Sample Soldiers.

GOBLIN RAIDERS

Goblins might be considered a nuisance, but an army of such creatures is a force to be reckoned with. Goblin armies are typically formed when tribes unite to defeat a common enemy.

The most dangerous goblin army is the one the PCs underestimate. An army led by an inept goblin chieftain might not survive a battle, but an army organized by greater barghests, trained by hobgoblins, and supplemented by worg-riders could surprise a foe with its competence.

Most goblins in an army are simply warriors, though some are rogues who work as scouts. Hobgoblins tend to be fighters or rangers (with elves or humans as their favored enemies). Individual statistics have been provided for worg-riders (page 148), and fighter NPC statistics from page 117 of the *Dungeon Master's Guide* can be used for hobgoblin captains.

XP ON THE BATTLEFIELD

Encounters on a battlefield are often much like those in a traditional D&D adventure. The PCs face a small group of foes, and the encounter ends when one side flees or dies. If the PCs overcome the challenge that the encounter presents, they earn experience based on the Challenge Rating of each creature they defeated. This system holds true on the battlefield as well—with a few twists to reflect the unique nature of adventures on the battlefield.

IS IT A CHALLENGE?

First, it's likely that PCs will encounter many enemies who individually would be no match for them. A typical fantasy battle has thousands of soldiers on a side, many of them unable to tackle mid- or high-level PCs even given the advantage of numbers.

Most DMs design dungeons or other site-based adventures to have discrete encounters featuring monsters of

an appropriate CR for the PCs. For example, an adventure might have three trolls outside the cave entrance, then an antechamber with six ghouls, and finally a crypt with an evil cleric and two rogue bodyguards. The DM makes sure that the rooms' challenges are neither too hard (a high-level lich in the crypt) nor too easy (a pair of skeletons in the antechamber).

But on a fluid battlefield where the PCs have greater freedom of movement, they'll often encounter enemy foot soldiers that simply can't touch powerful PCs. When awarding experience for an encounter, remember what the "C" in CR stands for: challenge. In other words, the PCs earn experience points only if the battle was a challenge for them. If you have to throw more than eight to ten creatures at a group of four PCs, watch the ensuing combat closely. If the PCs aren't taking any damage and they aren't expending significant resources to overcome the enemy, that melee isn't worth experience points.

Just because you aren't awarding experience points for a battle doesn't mean you should discourage characters from wading into the enemy ranks. Battlefield adventures have other rewards besides experience—victory points and recognition points, for example. And don't underestimate the vicarious thrill of laying waste to horde of enemies. As long as you give the players plenty of opportunities to choose meaningful, challenging encounters, it's okay to let them blow off steam against enemy grunts from time to time and show off a little. If you're seeing smiles around the table, you're doing your job as DM.

XP IN SUPPORTED ENCOUNTERS

Another difference between adventures in a dungeon and on a battlefield is the amount of support the PCs receive. In most dungeons, the PCs are on their own, exploring at their own pace and fighting with only their own resources. But on the battlefield, PCs are part of a larger organization. If their mission is important, they'll often get covering fire from nearby archers, a barrage from friendly catapults, or even the proverbial cavalry to rescue them from a horde of enemies. Tangible support from NPCs makes the PCs' jobs easier, so they're able to take on tougher challenges. Accordingly, getting help from the rest of the army affects the experience point award for overcoming a particular challenge.

Because support can take many forms, it's better for the DM to make a judgment call rather than rely on a hard and fast rule. In most cases, support is either minor or major. Minor support reduces the XP award for a battlefield encounter by 10%. Major support reduces the XP award by 25% (or more, at the DM's discretion). Basically, if the support gives the PCs a small advantage, it's treated as minor support; if it has the capability of dealing (or healing) significant amounts of damage, it's major support. Some examples of each kind of support are provided below.

MINOR SUPPORT (-10% XP)

- Minor medical aid (low-level cleric or druid supplying some healing)
- Suppressive fire from artillery or archery (arrow volley keeps enemies from advancing)
- Magical or fantastic insertion (giant eagles drop the PCs behind the wall of the castle)
- Magical or fantastic extraction (army-issued scroll of teleport)
- Magically altered advantageous terrain (*entangle* spells)

MAJOR SUPPORT (-25% XP OR MORE)

- Major medical aid (mid-level cleric providing extensive healing and other restorative powers)
- Damaging artillery or archery (siege engines or *fireballs* raining down on enemies)
- Magical terrain alteration capable of damaging enemies (*Evard's black tentacles*)

Those lists intentionally don't include one common form of support: NPCs who fight alongside the PCs. It's generally easier to describe NPC-versus-NPC attacks in general terms, rather than rolling for each blow; as a DM, you have enough to keep track of just interacting with the PCs. Whenever you spend time at the table figuring out what happens when one NPC interacts with another NPC, none of the player characters have the spotlight. Avoid leaving the PCs out of the action whenever possible.

It's easier to just describe how the NPCs are faring during the battle, updating the players every round (or more often if the PCs are watching events closely). If the PCs have charged into the orc army lines along with a company of human knights, you might say, "The orc troopers are wavering under the cavalry assault, and a few of them break ranks and flee." A few rounds later, you might say, "A few orcs remain in melee combat with you, but the rest are running, and the cavalry is giving chase."

At the end of the encounter or game session, you need to account for the PCs' allies. The presence of friendly NPCs reduces the number of enemy NPCs "overcome" by the PCs on a CR-by-CR basis. Then calculate the PCs' experience point award based on the reduced number of NPCs. For example, if four 5th-level PCs charge into battle alongside four 2nd-level fighter NPCs, slaying bugbears left and right, you can figure that each of the NPC fighters is roughly as effective as a bugbear (a bugbear and a 2nd-level fighter are both CR 2). During the battle, don't roll for attacks between the fighters and the bugbears; simply describe two of the bugbears and two of the NPC fighters falling in battle (or more, or less, as you like). When you calculate the experience point award for the encounter, reduce the number of bugbears by four to account for the presence of the NPC fighters.

In short, use the lists above when the PCs get tangible support that doesn't involve actual combatants on the PCs' side. If the PCs get help from NPCs who fight at their side, reduce the number of enemies they get credit for overcoming in order to compensate for the help.



Illus. by D. Kovacs



battlefield game incorporates a variety of new or adjusted rules germane to the genre. With these rules, player characters have a significant ability to influence the outcome of the battle raging around them, whether by rallying their fellow troops or by seizing objectives important to the overall cause. Moreover, the PCs' efforts don't go unnoticed. Over the course of a war, the PCs have chances to earn medals and promotions.

This chapter explains how siege engines and other battlefield attacks function, how morale works on the battlefield, how the PCs' actions both before and during combat influence the course of the battle as a whole, what effects commanders have in a battle, and how the PCs gain recognition for their heroic actions on behalf of their army.

SIEGE ENGINES

Siege engines are large weapons, structures, and machines that armies use to lay siege to a castle, fortified town, or other kind of fortress. Their main function is to gain entrance to or bypass the defenses of a defended castle or keep.

The three basic types of siege engines are battering rams, siege towers, and catapults (a category that includes a wide range of throwing machines, from ballistae to

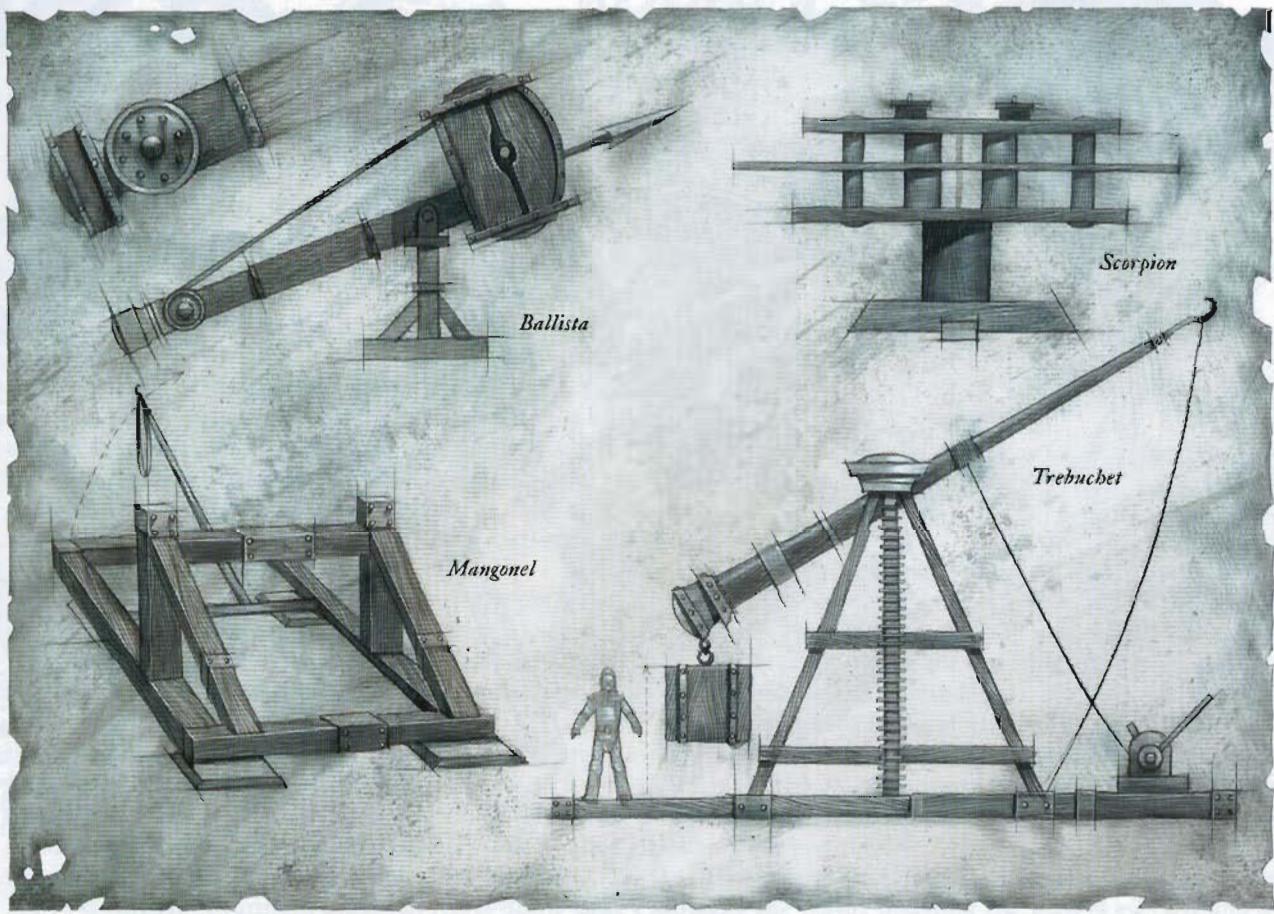
trebuchets). The first two provide access to a castle for invading troops. Catapults, contrary to popular belief, are not normally used to knock down castle walls (though many of them are quite effective at this task). Instead, catapults are throwing machines used as artillery to lob projectiles over castle walls to damage the structures and troops inside.

The *Dungeon Master's Guide* provides rudimentary information on siege engines (see pages 99–100). While that material is sufficient for an occasional encounter featuring a ballista or a battering ram, a campaign that prominently features siege engines requires more detail. For that reason, the information in this chapter augments and supersedes the information in the *Dungeon Master's Guide*.

All statistics for the siege engines in this chapter assume they are designed for Medium creatures. Adjust as appropriate for siege engines designed for smaller or larger creatures. Creatures smaller than Small typically do not use siege engines.

Unlike other ranged weapons, siege weapons deal full damage to objects.

Building Siege Engines: It's rare that PCs will build their own siege engines if they're part of a standing army. But during a long siege, it's possible that the defenders will need to take matters into their own hands. *Craft (siege engine)* is the relevant



skill, and the DC for constructing or repairing a siege engine is DC 20. Construction follows the rules for crafting items found on pages 70–71 of the *Player's Handbook*. Each week you'll make (check result \times 20) gp worth of progress. (Because siege engines are so expensive, you measure progress in gold pieces, not silver pieces.)

The construction times assume that the lead craftsman has at least three unskilled laborers to assist in

construction. If that's not the case, divide the progress accordingly (by half if only one laborer is available, and by one-quarter if you're doing it by yourself).

Setting up and Moving Siege Engines: It takes a minute to set up or take down a ballista and 10 minutes to set up or take down anything else. To figure out how fast a siege engine moves, look up the weight in the siege engine description, figure out the strength of whatever's pulling

CATAPULTS

Although the specific siege engine most people picture when they hear the word "catapult" is more properly called the mangonel (see page 66), in this book the term applies to any type of throwing machine that uses torsion power or counterweights to throw large objects hundreds of feet through the air.

Torsion-powered catapults, such as the ballista, mangonel, and scorpion, use skeins—that is, bundles of twisted ropes often braided from hair or tendon—to fling one or two wooden arms forward, sending a projectile into the air.

Counterweight catapults, such as the trebuchet, power a swinging arm with a huge counterweight attached to one end. The weight is hauled up into the air by a winch or a team of soldiers and latched into place. The team then places a projectile in a sling on the other end of the swing arm. When the latch is released, the counterweight falls, flinging the sling-end up into the air and sending the projectile flying.

Catapults can propel very large objects over incredibly long distances (up to 1,500 feet). Common projectiles include stones weighing from 40 to 150 pounds, massive javelinlike bolts, and even pots of burning oil and alchemist's fire, which can burn down wooden structures within the stone walls, gutting a castle from the inside.

Troops have been known to load their catapults with anything available, including loose rubble, chains, discarded weapons, odds and ends of armor, dead mounts, the severed heads of fallen enemy soldiers, and even live captives. Often this bombardment will deal more psychological than physical damage to the castle and its inhabitants.

Stone-throwing catapults can also propel bags of "shot." These are tightly packed sacks of small rocks and pebbles that literally explode upon impact, shredding everything within a small area in a lethal spray of rock fragments.

it, then consult Table 9-1: Carrying Capacity, page 162 of the *Player's Handbook*. Divide the siege engine's weight by four if the siege engine has wheels (most do).

Ballista: This torsion-powered catapult looks rather like a huge crossbow that launches large harpoonlike bolts through the air.

Firing a ballista requires an attack roll by the crew chief, using the crew chief's base attack bonus and any

range increment penalties (since this is a direct attack, no Intelligence modifier applies, unlike with those catapults that make indirect attacks). Unless the crew chief has the Ballista Proficiency feat (see page 96), he takes a -4 penalty on the attack roll. Additional members of the crew can use the aid another action to grant the crew chief a +2 bonus on the attack roll by succeeding on a DC 10 Profession (siege engineer) check. Unlike most other catapults, a ballista

OPERATING A CATAPULT

Most catapults do not use the normal combat rules for determining the success of their attacks, because typically a catapult is fired not at a particular creature but rather at a specific square on the battlefield. (Ballistae are an exception to this rule, so they use the normal combat rules for determining the success of their attacks.)

First, the catapult crew must aim the catapult at a target square. Doing this requires a DC 15 Profession (siege engineer) check by the crew chief (the lead operator of the catapult) and one or more full-round actions taken by the crew of the catapult. Multiple crew members can perform these full-round actions at the same time, reducing the time it takes to aim the catapult. The number of rounds required varies by the weapon. Other crew members can assist this skill check by making a DC 10 Profession (siege engineer) check, as described under Combining Skill Attempts, pages 65–66 of the *Player's Handbook*; success on this check grants the crew chief a +2 bonus on his check.

Next, the catapult must be loaded. As with aiming, loading a catapult requires one or more full-round actions taken by the crew members. As before, multiple crew members can perform these full-round actions at the same time, reducing the time it takes to load the catapult (for example, if the catapult requires four full-round actions to load, a crew of four can load it in a single round). The crew chief must succeed on a DC 15 Profession (siege engineer) check, and at least one member of the crew must succeed on a DC 10 Strength check. Other members of the crew can assist with either of these checks by using the aid another action but must choose which check to aid (that is, the same crew member cannot assist in both rolls). Large or larger creatures load a catapult in half the given time, while Small creatures require twice the given time. Tiny creatures can't load a catapult.

Finally, the crew chief makes a special attack roll to fire the catapult. He rolls 1d20 and adds his base attack bonus, his Intelligence modifier, any penalty for range increments (see Table 4-1), and any other modifiers that apply (see the remainder of this sidebar). A square on the battlefield is treated as having AC 15 against a catapult's attack. This attack is a standard action, and the attack roll can't be assisted by the crew.

Catapults (other than ballistae) hurl their ammunition in a high arc. A catapult requires vertical clearance equal to half the range to the target to operate, so subterranean races rarely use such devices. Because of this high arc, catapults can strike squares that aren't in line of sight of the crew, though at a -6 penalty on the attack roll.

If the attack fails to hit a target that is in line of sight of the crew, and the catapult's next shot targets the same square, the crew chief gains a +2 bonus on his special attack roll. If successive shots at the same square continue to miss, this bonus improves by 2 on every additional attempt to hit the same square, up to a maximum of +10 (after five straight misses).

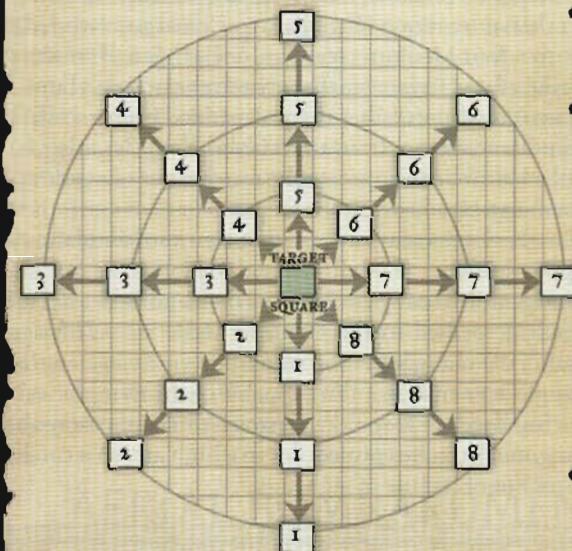
If the targeted square is not in line of sight but can be seen by an observer communicating with the crew, the bonus for successive attempts against the same target starts at +1 and can improve to as much as +5 (after five straight misses). Each of these attack rolls also takes the -6 penalty that applies because the crew cannot see the target.

If the attack roll succeeds, the catapult's payload hits the target square. A stone deals the indicated damage to any object or character in the square. A load of shot deals only half the indicated damage (see Table 4-1) but deals this damage to all creatures or objects in or adjacent to the target square. A creature can attempt a DC 15 Reflex save to avoid the damage from a stone or to reduce the damage from shot by half. Some special forms of ammunition have their own rules (see Magic Siege Engines, page 133).

Once a catapult successfully hits the target square, all subsequent shots automatically hit the same square with no attack roll needed, until the catapult is aimed at a different square.

Attacks that Miss: If the attack misses the target square, roll 1d8 and consult the diagram below to determine the deviation of the throw. The ammunition lands 3 squares away from the target square for every range increment of the attack.

SIEGE WEAPON MISS DIAGRAM



A MISS LANDS 3 SQUARES AWAY PER RANGE INCREMENT.

aims at either a creature or an object (such as a section of wall) rather than a square.

Loading a light ballista requires two full-round actions (that is, two crew members can load it in a single full round). Loading a heavy ballista requires four full-round actions. A ballista need not be reaimed; each attack succeeds or fails independent of previous attack rolls.

A light ballista takes up a 5-foot square, while a heavy ballista takes up a 15-foot-by-15-foot space.

Battering Ram: The battering ram is a simple device consisting of a heavy pole—either suspended by ropes from a movable scaffold or held aloft by troops—that is repeatedly smashed into a gate or other barrier to break it down. The end of the pole is often shod in iron, which can be forged into a variety of decorative shapes such as dragon heads.

The typical battering ram is 30 feet long. Including its scaffolding, it occupies a space 10 feet wide and 30 feet long. Up to ten Medium or Small troops can occupy the same space as the ram and its scaffolding, in two rows of five (one row on either side). Larger creatures can contribute to the attack as long as they share at least one square of their space with the ram.

As a full-round action, the character closest to the front of the ram makes an attack roll against the AC of the target construction, applying the -4 penalty for lack of proficiency (it's not possible to be proficient with this device). In addition to the damage given on Table 4–1: Siege Engines, up to nine other characters holding the ram can add their Strength modifier to the ram's damage, if they devote a full-round action to doing so (the character guiding the ram adds any Strength modifier of his own as well). For example, ten gnolls (each Str 15, $+2$ modifier) wielding a ram will deal $3d8+20$ points of damage on a successful hit.

It takes at least one Huge or larger creature, two Large creatures, four Medium creatures, or eight Small creatures to swing a ram (Tiny or smaller creatures can't use a ram). If the ram is held aloft rather than suspended from a scaffold, the number of troops required is doubled. (In this case, Small creatures can't operate the ram because not enough of them can be adjacent to it.)

The act of operating a battering ram provokes attacks of opportunity.

Mangonel, Heavy or Light: The standard or default catapult described in the *Dungeon Master's Guide* (pages 99–100), the mangonel is a torsion-powered siege engine. Its single arm ends in a sling capable of throwing a heavy stone hundreds of feet. Like all stone-throwing catapults, a mangonel launches projectiles in a high arc, so it can hit squares out of its line of sight.

MASTERWORK SIEGE ENGINES

A masterwork siege engine costs double the normal price for that kind of siege engine (see Table 4–1). A masterwork siege engine grants a nonmagical $+1$ enhancement bonus on attack rolls made with the siege engine. It also adds this bonus to

MANGONELS



LIGHT MANGONEL
CREW: 2
RANGE: 150 FT. [750 MAX]

AIM:
2 [LIGHT] OR 4 [HEAVY]
FULL-ROUND ACTIONS
DC 15 PROFESSION
[SIEGE ENGINEER]

TO LOAD:
2 FULL-ROUND ACTIONS [LIGHT]
4 FULL-ROUND ACTIONS [HEAVY]
DC 15 PROFESSION
[SIEGE ENGINEER]
DC 10 STRENGTH

ATTACK:
1D20+BASE
+INT MOD MINUS RANGE INC.
VS. AC 10

HIT:
EVERYTHING IN SQUARE
TAKES 4d6 [LIGHT] OR
6d6 [HEAVY] POINTS OF DAMAGE
[REFLEX DC 15 HALF]

MISS:
SEE SIEGE ENGINE MISS
DIAGRAM

Loading a light mangonel requires a total of two full-round actions (taking one full round for a crew of two, or two full rounds for a single crew member). Loading a heavy mangonel requires four full-round actions.

A light mangonel takes up a 10-foot-by-10-foot space. A heavy mangonel takes up a 15-foot-by-15-foot space.

Scorpion: This complex, torsion-powered catapult uses an intricate system of pulleys running along both sides of the base to provide as much power as a heavy mangonel in an engine the size of a light mangonel.

Loading or reaiming a scorpion requires two full-round actions. If the crew fails any check made to load or reaim a scorpion by 5 or more, the pulley system breaks, rendering the scorpion inoperable. Repairing a broken pulley system requires 10 rounds and a DC 20 Craft (siege weapon) check.

A scorpion takes up a 10-foot-by-10-foot space.

Siege Tower: A siege tower is a large wooden tower built on wheels that troops use to scale castle walls under cover. The walls of a siege tower are normally 2 inches thick.

A typical three-level siege tower is 30 feet tall and takes up a 15-foot-by-15-foot space. It can hold nine Medium creatures per level.

any skill checks made to operate the siege engine (but not to Strength checks to reload the siege engine).

Each individual piece of masterwork siege weapon ammunition costs 300 gp (regardless of the original price of the ammunition).

TABLE 4-1: SIEGE ENGINES

Siege Engine	Cost	Dmg	Crit.	Range Increment	Minimum Range	Maximum Range	Crew	Hardness	HP	Weight	Size
Ballista, light	500 gp	—	—	100 ft.	—	1,000 ft.	2	5	25	400 lb.	Medium
Bolt	1 gp	3d8	19-20/x2	—	—	—	—	—	—	6 lb.	
Ballista, heavy	1,000 gp	—	—	120 ft.	—	1,200 ft.	4	5	675	2,000 lb.	Huge
Bolt	1 gp	5d8	19-20/x2	—	—	—	—	—	—	6 lb.	
Battering ram	1,000 gp	3d8	x2	—	—	—	4-10	5	600	3,000 lb.	Huge
Mangonel, heavy	800 gp	—	—	200 ft.	100 ft.	1,000 ft.	4	5	1,350	3,000 lb.	Huge
Shot	5 sp	3d6	x2	—	—	—	—	—	—	50 lb.	
Stone	2 gp	6d6	x2	—	—	—	—	—	—	75 lb.	
Mangonel, light	550 gp	—	—	150 ft.	75 ft.	750 ft.	2	5	400	2,000 lb.	Large
Shot	3 sp	2d6	x2	—	—	—	—	—	—	30 lb.	
Stone	1 gp	4d6	x2	—	—	—	—	—	—	40 lb.	
Scorpion	1,250 gp	—	—	200 ft.	100 ft.	1,000 ft.	2	5	400	2,000 lb.	Large
Shot	5 sp	3d6	x2	—	—	—	—	—	—	50 lb.	
Stone	2 gp	6d6	x2	—	—	—	—	—	—	75 lb.	
Siege tower	2,000 gp	—	—	—	—	—	9	5	1,800 ¹	5 tons	Gargantuan
Trebuchet, heavy	3,000 gp	—	—	300 ft.	150 ft.	1,500 ft.	8	5	7,500	10 tons ²	Colossal
Shot	1 gp	7d6	x2	—	—	—	—	—	—	100 lb.	
Stone	4 gp	14d6	x2	—	—	—	—	—	—	150 lb.	
Trebuchet, light	1,500 gp	—	—	250 ft.	125 ft.	1,250 ft.	6	5	3,200	4 tons ²	Gargantuan
Shot	7 sp	5d6	x2	—	—	—	—	—	—	75 lb.	
Stone	3 gp	10d6	x2	—	—	—	—	—	—	100 lb.	

¹ A siege tower that takes damage exceeding half its hit points is inoperable.

² Includes counterweight (roughly 75% of total weight).

A siege tower can be pushed by the nine creatures on the lower level at a speed of 10 feet (siege towers cannot run). The nine creatures on the lower level have total cover. Those on higher levels have improved cover and can shoot through arrow slits.

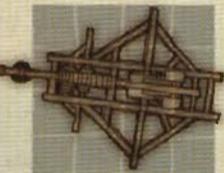
Trebuchet: A trebuchet uses a heavy counterweight to fire heavy projectiles an extraordinary distance. The great trebuchet uses a 30-foot-long swing arm on a fulcrum with twin buckets filled with rubble attached to one end and a sling for the ammunition attached to the other end. The counterweight buckets are hauled into the air by a winch system and held in place by a latch. The light trebuchet, by contrast, uses a bulb-shaped counterweight built into the swing arm. This arrangement makes the light trebuchet significantly easier to use than the heavy trebuchet but limits its range and can make the engine unstable if it's not winched or loaded properly.

Loads of shor launched by a heavy trebuchet deal damage to all creatures within 2 squares of the target square.

Loading a light trebuchet requires three full-round actions. Loading a heavy trebuchet requires six full-round actions. Reaiming a trebuchet requires four times as long as loading it, and the weapon cannot be reaimed while it is loaded. If the check to load a light trebuchet fails by 5 or more, the weapon tips over, dealing 4d6 points of damage to all crew members (as well as any other creatures adjacent to it). Righting a fallen trebuchet requires an hour of work by its crew.

A light trebuchet takes up a 20-foot-by-20-foot space, and a heavy trebuchet takes up a 25-foot-by-25-foot space.

TREBUCHETS



LIGHT TREBUCHET
CREW: 6
RANGE: 250 FT. (1,250 MAX)

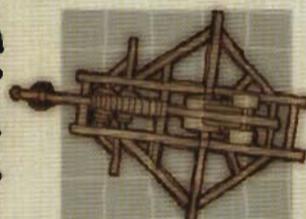
AIM:
12 [LIGHT] OR 14 [HEAVY]
FULL-ROUND ACTIONS
DC 15 PROFESSION
[SIEGE ENGINEER]

TO LOAD:
3 FULL-ROUND ACTIONS [LIGHT]
6 FULL-ROUND ACTIONS [HEAVY]
DC 15 PROFESSION
[SIEGE ENGINEER]
FAIL BY 5+: TREBUCHET TIPS
DC 10 STRENGTH

ATTACK:
1D10 + BASE ATTACK
+ INT MOD MINUS RANGE INC.
VS. AC 15

HIT:
EVERYTHING IN SQUARE
TAKES 10d6 [LIGHT] OR
14d6 [HEAVY] POINTS OF DAMAGE
[REFLEX DC IS HALF]

MISS:
SEE SIEGE ENGINE MISS
DIAGRAM



HEAVY TREBUCHET
CREW: 8
RANGE: 300 FT. (1,500 MAX)

AERIAL BOMBARDMENT

Many siege weapons hurl large objects, such as boulders, through the air to smash down upon the enemy. However, armies that deploy airborne troops can transport weighty objects into the air and drop them more directly upon foes. These bombardments follow the rules for falling objects given on page 303 of the Dungeon Master's Guide. Aerial bombardiers might be creatures such as giant eagles



*Giant eagles
bearing boulders...*

trained for such missions, troops under the effects of a fly spell, or a creature flying with a stack of rocks on a carpet of flying. An object might also be sent aloft by a telekinesis spell or similar magic. Creatures defending a wall or cliff might push or drop objects over the edge.

A creature that has a fly speed can move at full speed while carrying aloft an object that does not exceed its light load (if carrying a medium or heavy load, its speed is reduced by one-third). Heavier objects deal more damage, and the damage increases with the distance the object falls. However, bombardment from higher altitudes is less accurate. The range increment of a dropped object is 50 feet. Objects dropped from altitudes higher than 250 feet are always considered indirect hits (see below).

Attack Rolls: The creature dropping an object makes a ranged attack roll against AC 5 to hit a square directly, applying any penalty for range increments and a -4 penalty for using an improvised weapon. In addition, the creature's maneuverability may provide a penalty: -2 for average maneuverability, -4 for poor, or -6 for clumsy. An attack that misses hits a nearby square; see *Missing with a Thrown Weapon*, page 158 of the *Player's Handbook*.

Damage: The damage dealt by a dropped object is based on the weight of the object and the distance the object falls, as noted on page 303 of the *Dungeon Master's Guide*. A creature can avoid damage from the attack by making a DC 15 Reflex save.

Dive Bombing: A diving creature gains more control over the trajectory of its payload and gets a +2 bonus on the attack roll. Range increment penalties, if any, are calculated from the point where the object is released, but for the purpose of determining damage, the length of the dive is added to the distance the object has fallen. Dive bombing

is treated as a charge, imposing a -2 penalty to the diving creature's AC. Flyers with clumsy or poor maneuverability need to remember to leave themselves enough maneuvering room to avoid crashing into the ground or target (see page 20 of the *Dungeon Master's Guide*).

VOLLEY OF ARROWS

In most battlefield situations, archers don't pick particular targets for their shots. Instead, large groups of archers concentrate their shots on an area occupied by enemy troops, ensuring by sheer volume of projectiles that something will be hit. Despite the name of this tactic, it can be attempted by any characters wielding projectile weapons, such as crossbows or slings. The rule presented here originally appeared in a simpler form in *Complete Warrior*; this information updates and expands on that material.

If at least ten archers are in a contiguous group (each one adjacent to at least one other), they can loose a volley of arrows as a full-round action. Rather than aiming at a specific target, they concentrate their arrows in a general area, hoping to hit whatever's there. Each archer fires a single arrow, regardless of her normal rate of fire.

The commander of the archers (generally an officer or veteran soldier, who need not be one of the archers himself) makes a special attack roll against AC 15, using only his base attack bonus, Intelligence modifier, and any range increment penalty. If the attack hits, arrows land in the target area, which has the same shape as the archers in the group. For example, if two rows of five archers hit with an arrow volley, arrows land in a 2-square-by-5-square area.

An arrow volley that misses its intended target still lands somewhere. Refer to the diagram on page 158 of the *Player's Handbook* to determine the misdirection of the



... make life tough for enemy soldiers

attack. Since the target area is larger than a single square, the archers' commander must designate one square at or near the center of his formation to correspond to the target square in the diagram. It is entirely possible for an arrow volley to be slightly off target yet still hit a portion of the target area because the area in which the volley lands may overlap the intended target.

Any creature in a square where an arrow lands takes damage from the arrow unless it makes a DC 15 Reflex save. Modifiers might apply to the save DC, as noted in Table 4-2 below. Each arrow deals normal damage, including Strength modifiers if appropriate.

TABLE 4-2: ARROW VOLLEY SAVE DC MODIFIERS

Situation	DC Modifier
Enhancement bonus of arrow	+bonus*
Every range increment after the first between target and most distant archer	-2
At least half the archers don't have line of sight to target square	-2

*Apply the lowest bonus among all the arrows.

For example, ten 1st-level warriors wielding longbows each fire a single masterwork arrow as part of a volley against a target area 150 feet away from the most distant archer. Assuming the commander makes her attack roll to hit the designated area, each creature in the target square takes 1d8 points of damage, with a DC 14 Reflex save to avoid this damage (base DC 15, -2 because the square is two range increments away from the most distant archer, +1 for the enhancement bonus from the masterwork quality).

INDIRECT FIRE VERSUS DIRECT FIRE

A typical volley of arrows is fired in a high arc, rather than directly at the target square. This kind of attack requires additional vertical clearance to accomplish, making a volley difficult or even impossible in most dungeon environments. The top of the arc reaches a height of 10 feet per range increment (or fraction thereof) of the volley. A volley of arrows fired from longbows at a target 450 feet distant reaches a height of 50 feet (since 450 feet is more than four range increments for a longbow).

Because of this arc, an indirect volley can ignore cover (even total cover) between the archers and the target, as long as the arc is high enough to clear the cover. For instance, a 20-foot-high wall midway between volleying archers and a target square 300 feet away offers no protection against the volley. A volley cannot ignore total cover within 10 feet of the nearest archer or within 10 feet of the target square; such cover prevents a volley attack entirely.

It's possible to fire a volley of arrows as a direct fire attack, rather than an indirect fire attack. Such an attack is not capable of targeting areas behind the enemy's front line and may not ignore any cover between the archers and the target area.

Archers delivering a direct fire volley can target a square only if each character participating in the volley can draw at least one straight line between his square and the target area without being blocked by cover.

CONCENTRATED VOLLEY

Archers who perform an arrow volley can focus their attention on a smaller area than normal. This kind of attack is called a concentrated volley and is capable of dealing a significant amount of damage.

To produce a concentrated volley of arrows, up to ten contiguous archers focus their fire on a particular 5-foot square. Each archer makes a full attack, firing as many arrows as he chooses (and is capable of firing).

The leader of the volley makes a special attack roll (as noted above) against AC 20. (It is not possible to score a critical hit with this special attack.) Success means the volley hits the target square; failure means it hits some other square (again, see page 158 of the *Player's Handbook*). All creatures in the target square take damage as if they were hit by one-fifth of the arrows fired (1d6 points of damage per five arrows fired from shortbows, or 1d8 points of damage per five arrows fired from longbows). If the arrows don't all deal the same damage—because they are fired from different bows or because of damage modifiers that apply to some but not all attackers—use the damage dealt by the most arrows in the volley as the default damage value.

A target that makes a DC 15 Reflex save takes half damage. Modifiers can adjust this save DC, as noted in Table 4-2 above.

For example, ten 1st-level human warriors with the Rapid Shot feat each fire two masterwork arrows from a longbow at a designated square within line of sight, 150 feet away from the most distant warrior. If the attack succeeds, each creature in the target square takes 4d8+4 points of damage (one-fifth of twenty arrows is four arrows), with a DC 14 Reflex save to reduce this to half damage (DC 15, -2 because the square is more than one range increment from the farthest archer, +1 for the enhancement bonus from the masterwork quality).

The type of damage dealt by the volley is normal for the projectiles being fired (typically piercing, for arrows). If all arrows share the same enhancement bonus, magical property, or other special ability that applies on damage rolls, add this to the damage dealt by each arrow in the volley. For example, if all arrows fired in the volley described above were +1 flaming arrows fired from a composite longbow (+1 Str bonus), the damage would be 4d8+8 piercing plus 4d6 fire (Reflex half).

Special properties that don't directly affect the arrows' attack rolls or damage have no effect on a volley. For instance, a volley of ten +1 seeking arrows would add +1 to the Reflex save DC and +1 to the damage roll (as normal for +1 arrows), but the seeking property would have no effect.

It doesn't do any good to have more than ten archers focus on a single square in a single attack. Typically, larger groups of archers divide their efforts to target additional squares (in teams of four or more archers per square), or split up their attacks to focus on the same square on separate initiative counts. For instance, a group of fifty archers can target the same square with concentrated volleys on five different initiative counts, or they can split up to cover five different squares with concentrated volleys.



DEFLECTING A VOLLEY

A character capable of deflecting arrows, such as one with the Deflect Arrows feat (see page 93 of the *Player's Handbook*) or the Block Arrow feat (see page 96), can ignore some or all the damage dealt by an arrow volley.

Against a normal arrow volley, any character capable of deflecting one or more arrows per round takes no damage from the volley.

Against a concentrated volley, such a character takes less damage than normal. To determine the damage dealt by a concentrated volley, reduce the effective number of arrows in the volley by twice the number of arrows the character can deflect or block each round. Thus, a fighter with Block Arrow targeted by a concentrated volley of eight arrows takes damage as if only six arrows were fired. An epic-level character with the Infinite Deflection feat (see page 60 of the *Epic Level Handbook*) takes no damage from concentrated volleys.



They shot their arrows into the air...

STRATEGIC ADVANTAGES

Armies receive strategic insight from a number of sources, including leadership, divination, scouting, and various kinds of intelligence information about the enemy. In this way, the general's advisors become just as much a part of the battle-planning as she is because of the strategic advantage they provide. Some terrain features can also provide a localized strategic advantage, for those attacking or defending.

In game terms, a strategic advantage does what its name suggests: It gives an advantage to one side in a battle. Mechanically, this advantage is represented by the awarding of victory points (see page 78) before the start of battle. Most strategic advantages are gained through planning before the battle even begins, though some can be gained even if battle is joined without a plan, such as if an enemy force is ambushed. The description of each kind of strategic advantage notes when that advantage might be gained.

The advantages of strategic planning apply only to large-scale battles. Skirmishes are typically too small to be affected by the advantages discussed here.

USING STRATEGIC PLANNING

The art of strategic planning is invisible to the PCs unless they're doing the high-level planning themselves as military leaders or members of a general's staff. Sometimes successful strategic planning leads directly to adventures; for example, if the PCs use scrying on an enemy general to reveal that he is traveling to the Abyss to make a pact with demons, they might be able to follow him and break up such a bargain before it is struck.

More often, strategic planning provides countless mundane benefits to the army, such as the knowledge that "There's

no good line of sight into the bottom of that valley" or "The enemy's White Tiger Regiment is too fatigued to fight well."

Although strategic advantages might represent specific factors, the game abstracts the concept for ease of play. For every strategic advantage possessed by the PCs, award them 10 victory points for the upcoming battle. Victory points, described later in this chapter, represent how the PCs' actions influence the battle's outcome. Because victory points measure only the PCs' influence, there's no change in victory points when NPCs perform these functions.

In addition to the options presented in this section, other possibilities for strategic advantages will undoubtedly appear in your battlefield campaign. Use the guidelines presented here to help determine whether a particular action or ability of some other kind could provide a strategic advantage.

BARDIC KNOWLEDGE

Many bards know songs and tales of legendary battles. Some bards understand the history behind the lyrics and know that hidden in those tales are bits of information relevant to how those battles were won. Reflecting on the meaning of these legends, a bard might piece together clues that might lead to victory.

A bardic knowledge check (or a lore check, such as that made by the loremaster prestige class) result of 25 or higher while planning will grant your force a strategic planning advantage.

If battle is already joined, a bardic knowledge check result of 30 or higher is required to acquire the same strategic planning advantage.

DIVINATION SPELLS

Powerful divination spells can provide a key to victory, especially those spells that communicate with extraplanar entities. If a spellcaster successfully casts *commune*, *commune with nature*, or *contact other plane* and asks questions about an upcoming battle, she can provide her force with a strategic advantage. Victory points can only be earned this way once, regardless of the number of times these divinations are cast or how many characters cast such spells.

A successfully cast *legend lore* or *vision* can also be used to grant a strategic advantage in the place of geographic knowledge or historical knowledge, if the upcoming battle has a connection to a legendary one.

These divinations are typically performed on the eve of battle, though *vision* can be cast during the battle.

KNOWLEDGE SKILL

A PC who supplies his side with knowledge relevant to the upcoming battle (by succeeding on a DC 20 Knowledge check) gains a strategic advantage. This benefit might represent knowledge of a particular choke point in the local terrain, recollection of prior battles fought in the area, or even specific knowledge of enemy commanders.

Each category of knowledge applies to different kinds of situations and produces a different sort of information.

Below are some examples of situations in which a successful Knowledge check provides a strategic advantage. If one or more of these situations here happens to apply to your battlefield adventure, then you already know what sorts of Knowledge checks have the potential to provide a strategic advantage in your game. Otherwise, use these examples as guidelines to tailor certain Knowledge skills to other situations. For example, you could decide that Knowledge (the planes) is also useful if the enemy force on a Material Plane battlefield includes any creatures from other planes.

- **Arcana:** The opposing force is led by a powerful spellcaster or otherwise heavily reliant on magic.
- **Architecture and Engineering:** The battle involves attacking, defending, or laying siege to a fortification or other large structure.
- **Dungeoneering:** The battlefield is underground or in a dungeonlike environment.
- **Geography:** The battlefield contains notable terrain features (such as a marsh or a hill).
- **History:** The battlefield has been the site of previous battles of note.
- **Local:** The opposing force is native to the immediate area.
- **Nature:** The weather during the battle is unusual or particularly harsh.
- **Nobility and Royalty:** The opposing force is led by a member of a noble house or royal family.
- **Religion:** The opposing force is led by a high priest, theocrat, or otherwise highly religious individual.
- **The Planes:** The battlefield is on a plane other than the Material Plane.

LEADERSHIP

The leader of an army provides strength to his or her forces. She might be a mighty and grand general, marshaling her troops forward. Or he might be an orc warlord, leading simply because he hasn't been killed yet. But a truly great leader is one who commands his or her army through many victories. A strategic advantage for leadership should be awarded only if a player character is leading the army and has a Leadership score of at least 10.

A character's Leadership score equals his or her level or Hit Dice plus any Charisma modifier, +1 for each leader feat the character has taken (see page 96). A character can substitute his or her commander rating (see page 75) in place of the Charisma modifier when determining his or her Leadership score.

This advantage is determined when battle commences. If a PC takes over for the overall commander in the middle of the battle, that leadership provides no automatic victory point award.

SCOUTING

Spies, spellcasters, or scouts can impart a firsthand account of an enemy's army, which can be invaluable

when planning a battle. In populated areas, refugees and locals might provide clues as to the nature of an opposing force.

Spies and scouts who avoid being caught can grant a strategic advantage to a force if they have seen the bulk of the opposing force, including major siege weapons or elite forces. Spellcasters might try to use scrying on an enemy commander or advisor, or use spells such as *prying eyes* (if they can get into range) or *arcane eye* to gain visual information.

A character can attempt a DC 20 Gather Information check in a populated area to gain accounts of an enemy force, which also provides the same strategic advantage.

All scouting that contributes to a strategic advantage must be completed prior to the battle, since the information is used during the planning phase.

TERRAIN AND FORTIFICATIONS

Some places on the battlefield are easy to defend or to attack from, making a general's job easier. If the PCs have personal control of such a key structure (it's their stronghold, for example), they earn 10 victory points for their army because they know its details inside and out. See Terrain, page 28.

THE MORALE CHECK

The battlefield is a frightening place, with death and destruction everywhere. Under the stress of battle, many creatures abandon their army's cause for one much more immediate: self-preservation.

A creature who begins to succumb to fear progresses down a slippery slope. First he becomes shaken (see page 73), then so afraid that he runs from the battle. In extreme cases a creature might completely snap under the pressure, becoming a danger not only to himself but to his comrades. Only a charismatic leader can bring such a creature back into the fray.

Morale is a creature's defense against fear. This fact is simulated by the morale check, which is simply a term describing a DC 20 Will save against a fear effect. Any modifiers applying to Will saves (or against fear-based effects) function normally. Additional bonuses or penalties on the morale check are assessed based upon the conditions of battle, as listed below.

WHEN TO USE THE MORALE CHECK

Morale has always been an important part of both real-world and fantasy wars, so it's an important factor in the battlefield adventures you create at the gaming table. The effects of morale—from brave knights rallying their fellows to hapless peasants throwing down their spears as they flee—are fundamental to the genre.

When the action focuses on the PCs battling small groups of enemies (which should be almost always), morale checks aren't usually necessary. However, if you're describing the action on another part of the battlefield—or if high-level

PCs confront a big group of low-level enemies—the morale check allows you to simulate the swinging fortunes of battle quickly and effectively.

Because the PCs are the protagonists and the focus of the game, they don't ordinarily make morale checks. The decision to retreat and fight another day is for the players to make and shouldn't be forced by a die roll (unless everyone has agreed to use this rule; see the sidebar on page 75). However, their NPC allies must make morale checks just as the enemy does.

Morale in the Dungeon

You can also take these rules beyond the battlefield if you wish, using them in dungeon-based adventures, urban settings, or elsewhere. In most cases, using the morale rules means that monsters run away more often than they do in a typical D&D adventure. That situation is common in organized warfare, but rare in a dungeon because the monsters are found in their lair and have nowhere else to go. In contrast, a small commander encourages her units to retreat (or at least make a strategic withdrawal) when they're overmatched or needed elsewhere. If you use these morale rules in a traditional D&D adventure, make sure you account for the greater likelihood of NPCs retreating.

MAKING MORALE CHECKS

Typically, a creature must attempt a morale check on the first round that one of the following conditions applies:

Creature Takes 50% Damage: Once a creature's hit point total falls to 50% or less of its full normal hit points, that creature must make a morale check.

Unit Takes 50% Casualties: Creatures make a morale check if half or more of the comrades in their unit are unable to fight, whether they're dead, unconscious, fleeing, paralyzed, or otherwise out of commission.

If a creature is required to attempt a morale check, it makes the check at the start of its turn, before it takes any other action. Depending on the situation, certain modifiers might apply to the check. (For the purpose of these modifiers, "nearby" is defined as in sight and within 120 feet.)

TABLE 4-3: MORALE CHECK MODIFIERS

Condition	Modifier
Unit fatigued	-2
Unit exhausted	-5
Unit (including nearby allies) is outnumbered 4:1	-5
Unit (including nearby allies) is outnumbered 2:1	-2
Unit outnumbers nearby enemies 2:1	+2
Unit outnumbers nearby enemies 4:1	+5

Group Morale Checks

In cases when you need to know whether a large group of creatures stays or runs, a single morale check can often take the place of individual checks for each member of the unit, with the result applying equally to all creatures in the unit. This saves a lot of time and effort on the DM's part.

Use this short cut only when you're dealing with a large group and the fate of individual soldiers doesn't matter, such as when the PCs are observing part of a battle but haven't waded into melee themselves. If you feel it's important to know how each individual soldier reacts, use the normal morale check rules instead.

Since you probably aren't keeping track of the hit points of the individuals in the group, make a morale check only when the unit has taken 50% casualties. For the purposes of a group morale check, the unit is the maneuver element of the enemy army (usually a squad or a platoon of soldiers numbering in the tens). Just because two thousand orcs marched onto the battlefield one morning doesn't mean they don't make morale checks until one thousand of them are dead or dying.

For the purpose of making a group morale check, the unit's Will save modifier is the average of the individual Will save modifiers of each soldier. If the group consists of essentially identical creatures, this value is the same as any single creature's Will save modifier. In groups of differing creatures, add together the Will save modifiers for all creatures in the group and divide the result by the number of creatures in the group. If you anticipate using this short cut, you should figure out this value before the gaming session begins, to save time at the table.

Morale Check Effects

If the morale check succeeds, the creature can act normally.

Each time a creature (or unit) fails a morale check, the morale condition of that creature (or the creatures of that

unit) worsens by one category. Morale conditions are described in the accompanying sidebar.

If a creature fails a morale check by 10 or more, the morale condition worsens by two categories. For example, a heartened soldier who fails a morale check by 10 is reduced from heartened to shaken.

Panicked is normally the worst morale condition; panicked creatures can't get any worse. However, strange things can happen on the battlefield when a soldier snaps. If a creature rolls a natural 1 on a morale check that would make it panicked, it becomes crazed instead.

THE RALLY CHECK

Once morale begins to degrade, the best course of action is for a charismatic character to rally the troops with a few stirring words. This is accomplished by making a rally check, which requires a move action by any creature that currently has a morale condition of normal or better.

To make a rally check, a character rolls 1d20 and adds her Charisma modifier and her commander rating, if any (see page 75). A single check allows a character to try to rally any comrades within line of sight and earshot (see the description of the Listen skill, page 78 of the *Player's Handbook*). This is a language-dependent effect.

A creature can be subject to only one rally check attempt per round (measured from the beginning of that creature's turn to the beginning of the creature's next turn). Unsuccessful rally attempts make that target more difficult to rally (see Rally Check Modifiers, below).

MORALE CONDITIONS

The following morale conditions are organized from highest morale to lowest morale, with the special morale condition of "crazed" listed at the bottom. Unless otherwise noted, all conditions last for the duration of the battle or until the character's morale condition changes as the result of another morale check or a rally check.

Heartened: A heartened character has been encouraged and is confident of victory. Heartened characters gain a +1 morale bonus on Will saves against fear effects (including morale checks).

Normal: The typical state of a combatant at the beginning of battle.

Shaken: A shaken character takes a -2 penalty on attack rolls, saving throws (including subsequent morale checks), skill checks, and ability checks (see page 301 of the *Dungeon Master's Guide*). This condition lasts for 10 minutes after the battle ends.

Frightened: As shaken, but a frightened character must try to flee as best it can. If unable to flee, it will fight (see page 301 of the *Dungeon Master's Guide*). A creature who becomes frightened due to a failed morale check improves to shaken 10 minutes after the battle ends (or 10 minutes after it has fled the battlefield) and returns to normal 10 minutes after that.

Panicked: As frightened, but a panicked creature drops everything and runs at top speed away from danger (see page 301 of the *Dungeon Master's Guide*). If cornered, a panicked creature cowers and does not attack. A panicked creature does not need

to make additional morale checks. A creature that becomes panicked due to a failed morale check improves to frightened 10 minutes after the battle ends (or 10 minutes after it has fled the battlefield), becomes shaken 10 minutes after that, and returns to normal 10 minutes after that.

Crazed: If a creature rolls a 1 on a save that would make him panicked, he assumes one of the following conditions, determined randomly, instead of becoming panicked. This condition overrides the effects of the character's normal morale condition. It remains for the duration of the battle plus one hour, or until the creature's morale improves to shaken (or better). If a crazed creature's condition is removed through some other effect, treat the creature as panicked. Crazed creatures count as panicked for the purpose of rally check DCs.

d% Crazed Effect

01–20	Berserk: the character makes a melee or ranged attack against the nearest living creature, or closes with that creature if he cannot attack (if two or more creatures are equidistant, choose the target randomly).
21–40	Cowering: frozen in fear, takes no actions, -2 penalty to AC, loses Dex bonus.
41–60	Dazed: takes no actions.
61–80	Deafened: cannot hear, -4 initiative, no Listen checks, 20% spell failure on spells with verbal component.
81–100	Nauseated: unable to attack, cast spells, concentrate, or take any action other than a single move action.

Use Table 4-4 to determine the effectiveness of a rally attempt. The numbers in the table indicate the rally check result required to achieve the new morale condition. In some situations, modifiers might apply to the rally check.

For example, troops that are panicked can be made frightened with a successful DC 20 rally check. Those same troops can then be made heartened in a later round with a DC 30 rally check.

TABLE 4-4: RALLY ATTEMPTS

Initial Morale	New Morale Condition (DC to achieve)			
Condition	Frightened	Shaken	Normal	Heartened
Panicked	20	25	30	40
Frightened	—	20	25	30
Shaken	—	—	20	25
Normal*	—	—	—	20

*Can only be attempted before the battle (see below).

RALLY CHECK MODIFIERS

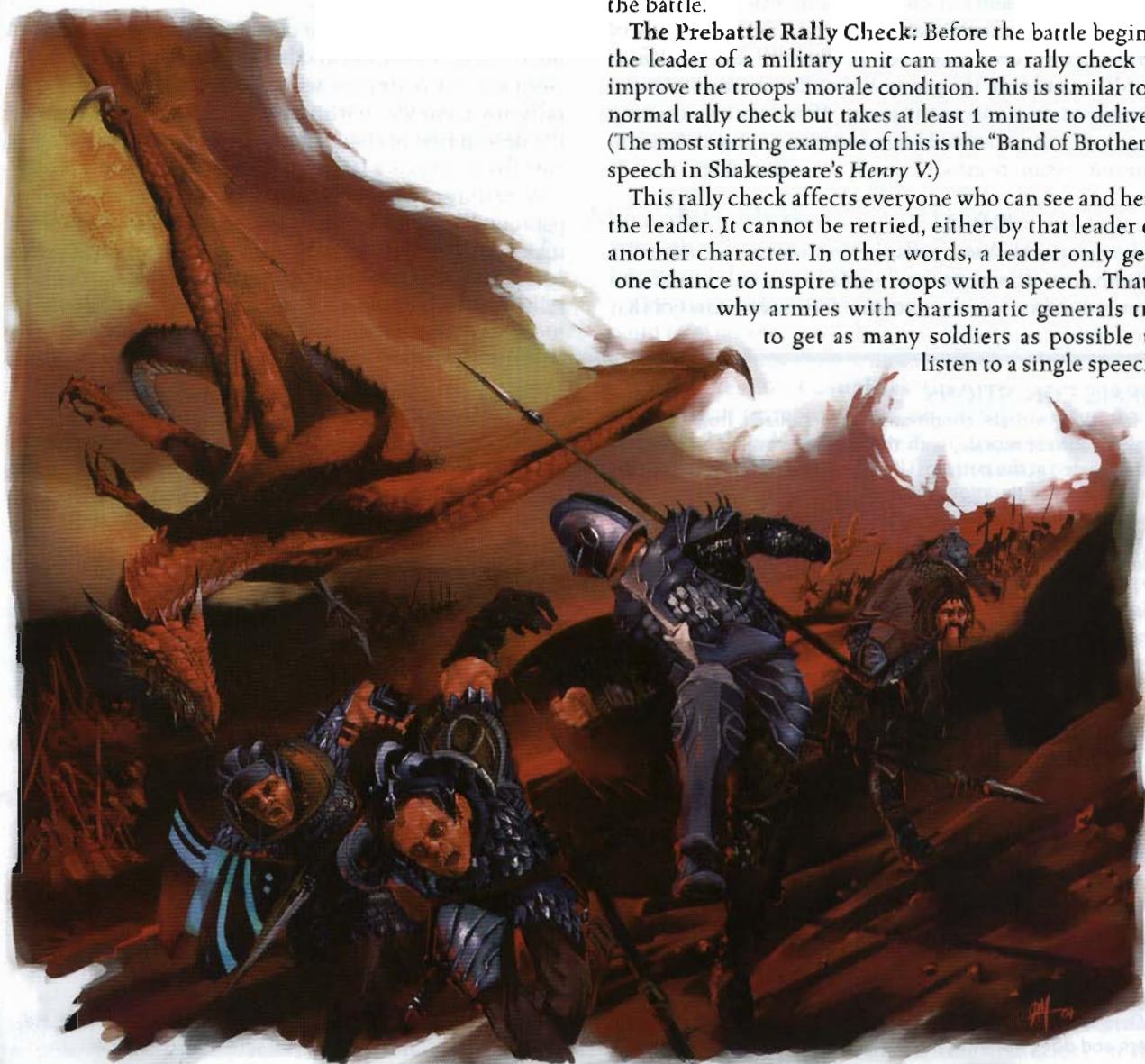
Situation

Situation	Modifier
At least one failed rally check within last minute	-2
Rallying character is at half hit points or below	-2
Enemy troops within line of sight are fleeing	+2
Rallying character has 5 or more ranks in Diplomacy or Intimidate	+2
No enemies within line of sight	+5

Rallying Against Other Fear Effects: Characters can make rally checks to rally creatures that are shaken, frightened, or panicked due to effects such as a dragon's frightful presence or spells such as *fear*. Because the morale effect has a magical origin, it's much more persistent than garden-variety fear of dying on the battlefield. Rally attempts against magical fear only last for 1 round (measured from the beginning of the shaken, frightened, or panicked character's turn), so the leader must repeat the rally check every round to keep nearby comrades in the battle.

The Prebattle Rally Check: Before the battle begins, the leader of a military unit can make a rally check to improve the troops' morale condition. This is similar to a normal rally check but takes at least 1 minute to deliver. (The most stirring example of this is the "Band of Brothers" speech in Shakespeare's *Henry V*.)

This rally check affects everyone who can see and hear the leader. It cannot be retried, either by that leader or another character. In other words, a leader only gets one chance to inspire the troops with a speech. That's why armies with charismatic generals try to get as many soldiers as possible to listen to a single speech.



Nothing like the appearance of a red dragon to ruin your day

Armies with less compelling top brass rely on the exhortations of junior officers and sergeants to inspire the soldiers under their command. Characters can't take 10 on this check.

COMMANDERS

In a fantasy setting, commanders can take a variety of forms. Regardless of appearance or abilities, however, all commanders share a few things in common.

COMMANDER RATING

Any character with a rank higher than private (or its fantasy equivalent) has a commander rating. Table 4-5 lists the range of values, along with some sample rank names applicable to those ratings. Commander rating acts as a bonus on the rally checks a character make to attempt to rally demoralized troops (see Morale Checks, page 72).

For example, a lieutenant trying to rally shaken troops gets a +3 bonus on the rally check; even if they're demoralized, most soldiers have a degree of respect for the rank the lieutenant has attained.

TABLE 4-5: COMMANDER RATINGS

Commander Rating	Sample Rank Name	Troops Commanded
0	Private	n/a
1	Corporal	1-4
2	Sergeant	6-12
3	Lieutenant	15-25
4	Captain	30-100
5	Major	100-500
6	Colonel	500-5,000
7	General	5,000 or more

Not every army uses the same rank structure, of course—one army's captain is another's warchief is another's lord knight. Regardless of the name by which a rank is known, all characters of a certain rank have more or less the same amount of responsibility.

The sample ranks summarized in Table 4-6 are typical of different fantasy armies.

Regardless of rank, not every officer is in command, making decisions and issuing orders. Every officer has lower-ranking officers whose job it is to offer advice,

VARIANT: PC MORALE CHECKS

One of the fundamental concepts of the DUNGEONS & DRAGONS game is that player characters are heroes. While they might be subject to a number of fear-based effects, requiring PCs to make morale checks takes away some of the control and decision-making inherent in being a player.

On the other hand, dealing with the fear prevalent on the battlefield might add a sense of realism to your campaign. In any case, PCs have access to a number of spells, feats, classes, and items that can mitigate or even eliminate fear-based effects. Paladins of 3rd level or higher, for example, can't fail a morale save because they're immune to fear.

manage logistics, and handle other specialized functions such as communications and intelligence, even if this support staff consists of only an aide or two.

These staff officers make up the bulk of many armies' officer corps. They rarely exercise their authority to give orders to lower-ranking troops, instead putting their own expertise at the disposal of the officer in command.

Rank Has Its Privileges

In addition to the commander rating, rank often has benefits that go along with its responsibilities.

Access to Information: The higher a character's rank, the more information he'll get in formal briefings and other meetings before a battle begins. Such information helps him understand the overall strategic situation, which in turn helps him make better choices on the battlefield.

A lowly private might just be told "Seize that hill." But a lieutenant accompanying the unit seizing the hill knows that the army hopes to deploy siege engines to that hill later in the day, and the major who orchestrated the attack on the hill knows that those siege engines will be trained on the road south of the hill, an important line of retreat for the enemy. The general hopes that the presence of siege engines on that hill will convince the enemy to retreat through the valley instead—and into a trap (those woods are full of hidden archers).

Commander Aura: Each commander has the ability to grant certain benefits to nearby allies. See Commander Auras, below, for more details.

Entry Requirements: Some prestige classes, organizations, and seats might have rank as a requirement.

Pulling Rank: A commander can issue orders to soldiers of lower rank, and they'll usually obey. When a commander makes an Intimidate check to coerce a lower-ranking soldier to comply with a command, he gains a bonus on Intimidate checks equal to the difference between his commander rating and the lower-ranking character's rating.

COMMANDER AURAS

As a character's commander rating improves, he gains access to gain special abilities that he can share with his allies. These abilities are called commander auras. Despite being a reward for military rank, these auras are beneficial

If your players are amenable and enjoy pretending to be scared on occasion, you can extend the morale rules to cover PCs as well. Thus, any time a PC's hit points fall to 50% or less of his full normal total, that character must attempt a morale check, as described above. In addition, if the PC's unit—that is, the player characters plus cohorts plus other significant allies such as animal companions but not including followers or other low-level NPCs—takes 50% casualties, each PC must attempt a morale check.

As with any variant rule, you must make sure that everyone at the table agrees before implementing the rule. All players should be familiar with the morale rules (particularly including the rules for making rally checks) before this variant is used.

TABLE 4-6: SAMPLE RANKS

Rank (rating)	Chivalric Army	Barbarian Horde	Tyrannical Army	Elf Army	Mystical Army
Private (0)	Foot soldier	Warrior	Shield	Ache ("Warrior")	Warrior acolyte
Corporal (1)	Knight of the lance	Brave	Whip	Theniak ("Watcher")	Weaponmaster
Sergeant (2)	Knight of the trumpet	Warmaster	Master of chains	Sauliak ("Guardian")	Ordermaster
Lieutenant (3)	Lord of the charge	Warchief	Battle commander	Artuliak ("Sustainer")	Prayermaster
Captain (4)	Horselord	Battle chieftain	Fealty commander	Gutheliaik ("Implementer")	Warrior-priest
Major (5)	Brigadier lord	Clan chieftain	Regiment commander	Shanduriak ("Choice-maker")	Battle-brother/sister
Colonel (6)	Battle commander	Tribal chieftain	Division commander	Alanethiak ("Discerning judge")	Master of blades
General (7)	Sovereign lord	Horde king	Army commander	Shausekeliak ("Purest soul")	High master of the crusade

to almost any group of adventurers (or, in the hands of NPC enemies, to the foes the PCs face).

Unless otherwise noted, a commander aura provides its benefit only to allies with an Intelligence score of 3 or higher within 30 feet of the commander. Characters can benefit from more than one commander aura simultaneously. Commander aura benefits never stack.

Commander auras do not provide any benefit to characters whose commander rating is equal to or higher than the commander who has the aura. Thus, a commander can't ever benefit directly from his own commander aura.

A character selects his first commander aura upon gaining rank 1 (corporal or the equivalent). Each time the character's rank improves, he can either keep his current commander aura or replace it with any other commander aura for which he qualifies. No character can ever have more than one commander aura unless specifically allowed (such as by a prestige class feature).

If a character's commander rank is reduced, he may not replace his commander aura unless he no longer qualifies for the one he possesses (in which case he must immediately replace it with one for which he is qualified).

Animal Commander

You are adept at using warbeasts to assault your foes—and bringing them back alive when the battle is done.

Prerequisite: Commander rating 1, any neutral alignment, wild empathy class feature.

Benefit: Animal and magical beast allies within 30 feet of you gain a +2 morale bonus on saving throws. This aura affects allies with Intelligence scores of 1 or higher.

Archery Commander

You have a knack for directing arrows from the archers in your command.

Prerequisite: Commander rating 2, any chaotic alignment, Point Blank Shot.

COMMANDER AURAS AND D&D MINIATURES

The commander auras presented here are derived from the *D&D Miniatures* game. While the benefits of these auras closely resemble some of the commander effects in the *D&D Miniatures* game, they have been altered to better mesh with the needs of

Benefit: Allies within 30 feet of you gain a +1 morale bonus on ranged attacks. Add 1 to the save DC of any volley of arrows (see page 68) that you direct.

Bloodthirsty Commander

You are most effective when you direct your troopers to finish off wounded enemies.

Prerequisite: Commander rating 3, any evil alignment.

Benefit: Allies within 30 feet of you gain a +1 morale bonus on damage rolls against wounded creatures.

Deathslayer Commander

Your allies battle undead with exceptional fervor.

Prerequisite: Commander rating 2, any good alignment, ability to turn undead.

Benefit: Living allies within 30 feet of you deal an extra 1d6 points of damage on melee attacks made against undead creatures. This benefit is considered a morale bonus.

Defensive Commander

The orders you give in combat always keep the safety of your troops paramount.

Prerequisite: Commander rating 2, lawful good alignment.

Benefit: Allies within 30 feet of you gain a +1 morale bonus to Armor Class.

Doublestrike Commander

You direct your troops to press the advantage against enemies they have wounded.

Prerequisite: Commander rating 5, chaotic good alignment.

Benefit: If an ally within 30 feet of you rolls a natural 20 on a melee attack, that ally can immediately make another melee attack with the same weapon or natural attack, using the same attack bonus.

the roleplaying game. If you choose to adapt other commander effects from the miniatures rules for use as commander auras, make sure to compare them to those presented here. If the effect seems significantly more powerful than those presented here, you should probably reduce its effect to avoid giving out too much power.

Dwarf Commander

You are adept at inspiring your troops to stand fast against giants and other foes of the dwarf people.

Prerequisite: Commander rating 3, dwarf, lawful good alignment.

Benefit: Dwarf allies within 30 feet of you gain a +2 morale bonus to Armor Class, or a +4 morale bonus to AC against giants.

Elf Commander

You are particularly good at safeguarding the elves under your command.

Prerequisite: Commander rating 3, elf, chaotic good alignment.

Benefit: Elf allies within 30 feet of you gain a +2 morale bonus on saving throws.

Feral Commander

You can whip animals under your command into a blood-thirsty frenzy.

Prerequisite: Commander rating 3, any neutral alignment, Handle Animal 5 ranks.

Benefit: Animal and magical beast allies within 30 feet of you gain a +2 morale bonus on attack rolls. This aura affects allies with Intelligence scores of 1 or higher.

Giant-Killer Commander

You can direct your troops to bring down enemies bigger than they are.

Prerequisite: Commander rating 2, Small or smaller size, any good alignment.

Benefit: Allies within 30 feet of you gain a +2 morale bonus on melee attacks against creatures at least two size categories larger than they are.

Goblinoid Commander

You bring out the bloodthirsty, savage nature in your goblinoid troops.

Prerequisite: Commander rating 3, goblinoid, lawful evil alignment.

Benefit: Goblinoid allies within 30 feet of you gain a +2 morale bonus on melee attack rolls.

Healing Commander

Your healing touch can inspire your troops to charge back into battle.

Prerequisite: Commander rating 3, any good alignment.

Benefit: Whenever you use a spell or effect to heal damage taken by an ally, you can attempt a rally check as a free action to improve that ally's morale.

Maneuvering Commander

You keep your soldiers always on the move, looking for the weakest points in your enemies' defenses.

Prerequisite: Commander rating 2, chaotic good alignment.

Benefit: Any ally who starts her turn within 30 feet of you and moves at least 10 feet gains a +2 morale bonus on the next melee attack roll she makes during her turn.

Melee Commander

You are most effective when inspiring your soldiers to take the fight to the enemy in hand-to-hand combat.

Prerequisite: Commander rating 3, any lawful alignment, base attack bonus +2 or higher.

Benefit: Allies within 30 feet of you gain a +1 morale bonus on melee attack rolls.

Mobile Commander

Your troops are exceptionally fleet of foot.

Prerequisite: Commander rating 3, any chaotic alignment.

Benefit: Any ally who begins his turn within 30 feet of you gains a 5-foot bonus to his speed. This benefit is considered a morale bonus.

Necromantic Commander

Your unliving allies battle the living with exceptional fervor.

Prerequisite: Commander rating 2, any evil alignment, ability to command or rebuke undead.

Benefit: Undead allies within 30 feet of you that have an Intelligence score of 1 or higher deal an extra 1d6 points of damage on melee attacks made against living creatures. This benefit is considered a morale bonus.

Opportunistic Commander

You can direct your soldiers to take advantage whenever your enemies are distracted or overwhelmed.

Prerequisite: Commander rating 1, any chaotic alignment.

Benefit: Allies within 30 feet of you deal an extra 1d6 points of damage on any successful attack of opportunity. This benefit is considered a morale bonus.

Orc Commander

You can hone the fighting instincts of the orcs under your command.

Prerequisite: Commander rating 3, orc, chaotic evil alignment.

Benefit: Orc allies within 30 feet of you deal an extra 1d6 points of damage on melee attacks. This benefit is considered a morale bonus.

Orderly Commander

You are adept at getting your soldiers back into the fray quickly.

Prerequisite: Commander rating 2, any lawful alignment.

Benefit: Any ally rallied by you gains a 10-foot bonus to its speed for 1 round. This benefit is considered a morale bonus.

Protective Commander

Your allies benefit from your protective guidance.

Prerequisite: Commander rating 1, any lawful alignment.

Benefit: Allies within 30 feet of you gain a +1 morale bonus on saving throws.

Pursuing Commander

You direct your soldiers to chase down any cowards who dare try to escape your iron grip.

Prerequisite: Commander rating 2, lawful evil alignment.

Benefit: Allies within 30 feet of you deal an extra 1d6 points of damage against foes who are frightened or panicked. This benefit is considered a morale bonus.

Reckless Commander

You inspire your allies to charge ferociously into battle.

Prerequisite: Commander rating 2, chaotic evil alignment.

Benefit: Any ally who begins her turn within 30 feet of you deals an extra 1d6 points of damage on the next charge attack she makes during her turn. This benefit is considered a morale bonus.

Runt-Squasher Commander

Your soldiers delight in fighting foes that are smaller than themselves.

Prerequisite: Commander rating 2, Large or larger size, any evil alignment.

Benefit: Allies within 30 feet of you gain a +2 morale bonus on attacks made against foes at least one size category smaller than they are.

Sneaky Commander

You are good at surrounding your enemies, then striking from all sides.

Prerequisite: Commander rating 5, chaotic evil alignment, sneak attack ability.

Benefit: Allies within 30 feet of you deal an extra 1d6 points of damage against foes that they flank. This benefit is considered a morale bonus.

Spellslinging Commander

The spellcasters in your command are inspired by your presence and can channel extra energy into their combat spells.

Prerequisite: Commander rating 3, ability to cast 1st-level spells, Spellcraft 5 ranks.

Benefit: Any area spell cast by an ally within 30 feet of you deals an extra 1d6 points of damage. Only spells that deal damage gain this bonus. This benefit is considered a morale bonus.

Steadfast Commander

You are skilled at getting your troops to hold the line against the fiercest attacks.

Prerequisite: Commander rating 5, lawful good alignment.

Benefit: Allies within 30 feet of you gain a +2 morale bonus to Armor Class against foes who move at least 5 feet before attacking.

Tyrannical Commander

Your soldiers are more afraid of you than they are of the enemy.

Prerequisite: Commander rating 5, lawful evil alignment, Intimidate 5 ranks.

Benefit: Allies within 30 feet of you gain a +5 morale bonus on morale checks but automatically become panicked if they fail a morale check.

VICTORY POINTS

Whenever PCs fight in a massive battle, the players will naturally want to know how their success or failure impacts the fate of the army as a whole. You can't roll every attack in a battle involving thousands of soldiers, and if you simply decide how much impact the PCs had on the battle based on your estimation of their performance, that decision might seem arbitrary to the players and can rob them of a sense of satisfaction. By assigning victory points to the various missions PCs undertake during a battle, you can provide the PCs and their players with a sense of accomplishment but still maintain control of the overall direction of the war.

At its heart, the victory point system is a way to reward PCs for adventurous behavior. Players will have some sense of what sorts of activities earn their characters victory points, and they know that those victory points can affect the outcome. During the battle, the PCs will try to earn as many victory points as possible (subject to the lure of other rewards such as treasure, experience points, and the recognition points discussed later in this chapter).

When the battle nears its climax, the DM compares the victory point total amassed by the PCs to a list of potential outcomes designed for that battle (see The Victory Point Framework, page 41). More victory points will earn the PCs a better outcome for their army, while characters who shirk their duties, play it safe, or otherwise fail to perform as expected could hurt the fortunes of their army.

Discussed below are a number of ways PCs can earn victory points, along with suggested awards for each completed mission. You can add new activities worth victory points to reflect the character of a specific battle or alter the awards as you see fit. For example, in a battle between two armies separated by a river, establishing control of the largest bridge might be worth 100 victory points, not the normal 10 to 70 points for a "seize maneuver point" mission (see page 84).

Chapter 3 describes how to construct a victory point framework for a particular battle and how to assign victory point thresholds necessary to achieve different outcomes. Those decisions are in your hands. The victory point awards themselves are described in this chapter because

smart players will let an anticipated victory point award influence their decisions on the battlefield—especially if they aren't following direct orders. When presented with a choice between attacking four ogres on an open battlefield or four ogres atop a nearby hill, a strategically minded character probably chooses the ogres on the hill. Defeating four ogres is worth 70 victory points (see *Defeat Enemy Units*, below) no matter where they are, but seizing the hill is worth at least an extra 20 victory points (see *Seize Defensive Point*, page 83).

The PCs collectively earn victory points; NPCs never earn them. Victory points represent the PCs' ability to change the overall outcome of a battle, and NPCs' efforts are already accounted for in the different battle outcomes you created when designing the battlefield adventure.

ASSIST FRIENDLY TROOPS

1 victory point per ten soldiers assisted (see adjustment below); maximum 50 points

On most battlefields, it's a simple matter to take the fight to the enemy. Still, sometimes it's more important to help the soldiers on your side. Elite troops can spend all day successfully hunting down enemy units, but if the rest of the army is overrun and decimated while they are doing so, they haven't won any sort of meaningful victory.

To earn the victory points, PCs must provide tangible aid to a unit of allied troops. Such aid can consist of instruction ("Here's how you load that catapult you captured"), healing ("Heironeous offers succor in your time of need"), other magic ("Give our wizard a minute, then get behind the stone wall he conjures up"), or rallying demoralized troops ("The cavalry's arrived... who's with me?").

Examples: Helping typical soldiers is worth 1 victory point per ten soldiers, so rallying a group of twenty archers is worth 2 victory points.

If the PCs are helping a unit whose individual members are significantly more powerful than the usual low-level troopers, adjust the victory point award upward. There's no hard and fast rule for victory point awards, but 1 victory point per 10 points of CR of the unit the PCs are helping is a good starting point. For example, setting up sniper blinds for five 6th-level elf archers (each CR 6) is worth 3 victory points.

Adjustments: The formula of 1 victory point per ten soldiers assumes that the PCs are helping the friendly unit by providing tactical assistance ("Fire your bows at the cavalry; they're the greatest threat") and/or morale assistance (their presence prevents the friendly unit from fleeing, as described in the Morale section earlier in this chapter). If the PCs provide significant healing or protective magic, increase the total award by 50% (the maximum award remains 50 points).

If the characters are providing tactical or morale assistance, they earn the victory points only if they're still around when the unit is actually involved in significant fighting. If they provide tactical advice but aren't around to see it employed, they earn only half the victory point award; their advice is less useful because they aren't there

to make adjustments and further suggestions during the fight. Furthermore, if the friendly unit doesn't use the characters' tactical plan, the PCs don't earn any victory point award.

A group of characters can earn this award multiple times if they provide assistance for the same friendly unit throughout multiple conflicts. For example, if the PCs are shepherding a group of twenty archers across the battlefield, they earn victory points when their tactical advice enables the archers to defeat attacking hobgoblins, again when a *screen* spell cast by a PC spellcaster hides the archers from marauding worg-riders, and a third time when the characters rally the archers after a particularly bloody orc assault.

ATTACK ENEMY SIEGE ENGINES

10 to 60 victory points

Few elements of an enemy army inspire as much fear as siege engines: battering rams, siege towers, and catapults. By destroying them, PCs reduce the enemy's ability to attack—and help their comrades breathe a little easier.

To earn the victory points, the characters must render an enemy siege engine (or, better yet, several of them) unusable. They earn the victory points whether they destroy the siege engines or capture them. If the engines are captured, PCs earn the points when they turn the weapons over to a friendly unit.

Examples: You must decide how much a particular siege engine is worth, using the following as a guideline. In general, a light catapult is worth 10 victory points, a battering ram or siege tower is worth 10 or 20 victory points, and a heavy catapult is worth 30 victory points. Magic siege engines are worth twice as much, provided the magic has a significant impact on their effectiveness. For example, a trebuchet that fires *hellwasp shot* (see page 136) is worth a double victory point award, but a simple +1 ballista isn't. A particular siege engine, or a group of them, might be worth more than normal if destroying or capturing the weapons is of crucial strategic importance in the battle.

Adjustments: If the PCs capture a siege engine while the weapon is still functional, they earn an extra 10 victory points when they turn the weapon over to a friendly unit that can use it.

DEFEAT ENEMY UNITS

(EL of enemy unit × 10) victory points

This award represents the most basic battlefield mission, and the essential reason the two armies are here. By killing enemy soldiers, rendering them unable to fight, or forcing them to surrender or flee, the PCs make it easier for their army to achieve its objectives and harder for the enemy army to reach its goals.

To earn the victory points, the characters must disable or kill enemy units, or cause them to retreat in disarray. Merely forcing an enemy squad to make a fighting withdrawal isn't worth victory points, although the PCs might earn victory points for seizing a location that the enemy has withdrawn from.

Examples: The PCs are sneaking across no-man's-land in the middle of the night when they encounter four elf commandos led by an elf sniper captain (see page 146). The enemy elves are trying to do same thing as the PCs—sneak across to the other side and engage in night sabotage and reconnaissance. If the PCs defeat the elves, they earn 70 victory points because the elves are an EL 7 encounter.

Adjustments: Some enemies are more precious to their commanders because they're particularly versatile or effective on the battlefield. Defeating enemy cavalry (whether in the form of mounted soldiers or intrinsically fast creatures such as giant eagles) is worth an extra 10 victory points. Elite or well-known enemies (such as a band of mercenary ogres hired by a goblin army) are worth an extra 10 to 20 victory points. Enemies with significant spellcasting at their disposal are worth an extra 10 victory points, because they're versatile—their commanders can have them prepare different spells depending on what they anticipate the day of battle will bring.

DISRUPT ENEMY COMMAND

1 victory point per ten soldiers under command (maximum 100 points)

Attacking enemy commanders can be an efficient way to win a battle—the PCs are essentially beheading the enemy and rendering its other advantages moot. But the enemy knows how valuable its commanders are, and every army protects its command structure as well as it can.

To earn the victory points, the characters must render some part of the enemy leadership unable to command the rank and file. Usually this means killing a commander, but if they capture one, force the commander to flee, or otherwise sever the commander's contact with the troops under his or her command, that's good enough to earn the victory points. The PCs also earn victory points for defeating the commander as an enemy, and they'll probably get still more victory points for defeating the enemy guards and seizing the headquarters if it's an important defensive point.

Examples: You decide how much a particular commander is worth. In general, a commander is worth 1 victory point for every ten low-level soldiers under his or her effective command, to a maximum of 100 victory points. A soldier is considered to be under effective command if he has responded to this commander's orders (directly or indirectly) within the last hour or so.

If the commander is in charge of units significantly more powerful than the usual low-level troopers, adjust the victory point award upward. There's no hard and fast rule for this victory point award, but 1 victory point per 10 points of CR under command would be a good starting point. Thus, the commander of a squad of twenty hill giants (each CR 7) is worth 14 victory points.

Adjustments: If the enemy army can quickly replace the disrupted commander with a subordinate or another officer, cut the victory point award in half. The new commander isn't as practiced as the old one was but can still give orders and try to win the battle.

DISRUPT ENEMY COMMUNICATIONS

(EL of enemy unit × 2) victory points for small groups
2 to 50 victory points for larger units

The PCs might be able to intercept a runner heading from the front lines to enemy headquarters, or capture the *wand of whispering wind* that the enemy listening post was using. Whenever they disrupt the enemy's ability to communicate, they slow the reaction time of their foes and make it easier to outfight and outmaneuver them.

To earn the victory points, the characters must disrupt enemy communications to the point where a particular enemy group isn't communicating with its fellow units or with its leadership.

Examples: Disrupting communication to and from a unit of less than twenty enemies doesn't do much—unless the enemies are elite or otherwise valuable out of proportion for their numbers. Isolating a squad of eight 1st-level dwarf warriors, for example, is worth 10 victory points. Preventing a group of four 5th-level dwarf fighters from getting new orders is a bigger deal, earning the group 18 victory points.

Large units of low-level enemies don't have ELs because the PCs don't really encounter them all at once. Cutting off communication to large groups of this sort is worth 1 victory point for every ten enemies in the group, to a maximum of 50 victory points for a group of five hundred enemy soldiers.

Adjustments: The above awards assume that after the characters disrupt communications, it takes hours for the enemy to figure out what's going on and reestablish contact. If the communications blackout lasts longer, increase the victory point award by 5 to 20 points. If the communications blackout doesn't last for at least an hour, it's probably not worth any victory points.

If the characters think to replace the enemy communications with false messages of their own, this tactic is worth an extra 10 victory points, or 20 if the ruse lasts throughout the battle and is particularly convincing.

If the PCs intercept an enemy courier, that creature might have intelligence useful to their army. If that's the case, they'll also earn victory points as described in *Provide Intelligence* (see page 82).

DISRUPT ENEMY SUPPLY

10 to 50 victory points

Few armies can survive for long without periodic resupply. If the characters can take away replacement weapons, food, and other necessities, they hamper the enemy's fighting capability.

To earn the victory points, the PCs must seize a significant amount of enemy supplies—at least a wagon train's worth. They earn the points whether the supplies were stockpiled for later use (in an armory, perhaps) or en route to the front lines.

Examples: You decide how much a particular supply attack is worth, making that decision based on how soon

a lack of supply will cripple the enemy army. Capturing a food convoy is typically worth only 10 victory points, because the enemy army might still be able to fight for days or even weeks without an external source of food. Destroying the water cisterns behind enemy lines could be worth as much as 30 victory points, because the enemy soldiers will die of thirst after a few days without water. A supply train carrying arrows and healing magic might be worth 50 victory points, since the archers who would have received the supplies will be useless once deprived of ammunition, especially if they are already badly wounded.

Adjustments: If the characters seize supplies (without destroying them) that are useful to their army, it's worth an extra 10 victory points when they turn them over to friendly units that can add the captured matériel to their own supply chain.

If the PCs disrupt the enemy's supply lines without actually destroying or capturing the supplies themselves, they earn half the victory point total they otherwise would. For example, if they drive off a wagon train bearing food for enemy units, they get 5 victory points. That food will eventually reach the mouths of the enemy, but it won't arrive on time, and the enemy army will have to make new plans and expend extra effort to redirect the food where it's needed.

PROTECT DEFENSIVE POINT

10 to 80 victory points

Sometimes an enemy horde assaults the walls, and the PCs are charged with helping to repulse the attack. This sort of mission is safer than many others, because characters can use the defensive point's protective value to keep their own skin intact.

To earn the victory points, the characters must prevent the enemy from seizing the defensive point for itself. The PCs also earn victory points for defeating the enemy units.

Examples: You decide how much a particular defensive point is worth, based roughly on how much defensive advantage it provides or how valuable the location is in the context of the battle. Typically, the successful defense of a low wall or a series of trenches is worth 10 victory points or less. A timber-walled stockade is worth 20 victory points. A stone tower is worth 40 victory points. A walled keep is worth 60 victory points, and a floating castle is worth 80 victory points or more.

The above figures assume that, all other things being equal, the defensive point has a value roughly equivalent to the amount of protection it provides. If a certain kind of location is more or less important in the context of the battle, reduce or increase the victory point award accordingly. For instance, a timber-walled stockade atop a mountain ridge might be the only barrier that keeps the enemy from streaming into the valley below and overwhelming the friendly troops located there. The victory point award for holding the stockade could easily be twice or three times the usual 20 points.

Adjustments: If the enemy is able to damage the defensive value of the point during the fight, the victory point award is reduced by 5 or 10 points. If the characters improve the defensive qualities of the point while they are there (for example, by digging pits to trap charging enemies, or foxholes to protect defending troops), they earn an extra 10 victory points.

PROTECT INTRINSIC POINT

10 to 100 victory points

The enemy might try to take some point away from the PCs' army despite the location's lack of direct strategic significance—for instance, a cathedral could be the target of an enemy force that wants to carry away the relics inside it. In such a case, the PCs could be ordered to blunt the assault.

To earn the victory points, the characters must repulse an enemy attempt to seize or destroy an intrinsic point. They also earn victory points for defeating the enemy units involved in the assault.

Examples: You decide how much a particular intrinsic point is worth, depending on its symbolic significance to both armies. The victory point reward should be the average of how each army values the intrinsic point. If only one army cares a lot about controlling the point, it's worth less than a point prized by both sides (even if they seek control of it for different reasons).

Assuming both armies value the intrinsic point equally, a site of limited significance (such as a small shrine to a god of warfare) is worth 10 victory points. A site of moderate significance (the entrance to a gold mine) is worth 30 points. As the intrinsic value of a site or the potential power vested in it increases, so does the victory point award. A site where magical healing is empowered could be worth 50 victory points. A portal to another plane could be worth 70 victory points (presumably one army wants to open it, and the other wants to keep it closed). The sepulcher of a crusading king might be worth 90 victory points or more.

Adjustments: If the enemy damages the intrinsic point before the PCs defeat them, its victory point reward is reduced by 10 points. If they ruin the intrinsic value of the point completely, the PCs earn no victory points.

PROTECT MANEUVER POINT

10 to 70 victory points

When the enemy tries to take roads, bridges, and passes away from the PCs' army, it is trying to restrict their maneuverability while improving its own. If the characters can hold a key maneuver point from enemy attack, they'll make the friendly commanders' jobs a lot easier.

To earn the victory points, the characters must defeat the enemy force intent on seizing the maneuver point, while preserving the point's value for friendly maneuvers. In other words, if the PCs repulse the enemy after it blows up the bridge, they don't get the victory points. They also earn victory points for defeating the enemy units trying to seize the maneuver point.

Examples: You decide how much a particular maneuver point is worth. In general, a key section of road is worth 10 victory points, and a fordable spot in a river between two armies is worth 30 victory points. A strategically important mountain pass is worth 50 victory points. The sole bridge between the army and its objective is worth 70 points.

Adjustments: If the maneuver point is particularly fragile, such as a rickety wooden bridge, it's worth 10 victory points to reflect the greater difficulty of protecting it. If the PCs can make the maneuver point more effective or more easily usable (for example, by clearing debris off a road or building a defensive structure at the location), they earn an extra 10 or 20 victory points.

PROTECT OFFENSIVE POINT

20 to 100 victory points

The enemy is often smart enough to target archers occupying the high ground, catapults behind the battle lines, and other points of offensive value to a friendly army. In such a situation, the PCs might be entrusted with the task of protecting a point that has offensive value.

To earn the victory points, the characters must repulse an attack from enemy units while keeping the offensive value of the point intact. That often means protecting the friendly units at the point. If they keep the high ground but all the friendly archers who occupied it die in the process, they don't get victory points.

Whether or not the PCs successfully protect the point's offensive value, they earn victory points for defeating the enemy units trying to seize it.

Examples: You decide how much a particular offensive point is worth. Generally, the value of an offensive point depends on the quality of the attacks emerging from it. A low hillock occupied by friendly archers is worth 20 victory points. A ridge with snipers on it is worth 40 victory points. A clifftop with friendly catapults is worth 60 victory points.

Adjustments: If the PCs turn the offensive potential of the point on the attacking enemy, impose a -20 victory point reduction if their actions divert friendly attacks that would otherwise have gone elsewhere. For example, if the PCs commandeer a pair of friendly catapults and fire them at orcs trying to seize the point, they lose 20 victory points

WHAT KIND OF POINT?

A keep with sturdy walls is clearly a defensive point—except that this keep is firing catapult stones across a vast plain. And it's next to the river at the only ford for miles. And it's the burial place for Vorkon the Mighty, an ancient king revered by one of the armies in the battle. So is it a defensive point, an offensive point, a maneuver point, or an intrinsic point?

The answer depends on the situation. Ask yourself this basic question: Why are soldiers stationed there? If they're huddled within the keep because they need its protection, then it's a defensive point. If the catapults are important to the army's overall

because those catapults would otherwise have been aimed elsewhere (and an allied commander somewhere might have been counting on that catapult support). However, if the offensive point is merely high ground, or if the friendly units aren't otherwise occupied, the victory point award is not reduced.

If the offensive point also has aspects of a defensive point (such as the clifftop catapult example above), it's easier to protect and thus worth 10 points less. If the defensive aspects of a point have a significant impact on the struggle to control it, calculate victory points as if the location were a defensive point.

If the PCs improve the ability of the site to project attacks at the enemy, that's worth 10 victory points. For example, a PC spellcaster could use *mirage arcana* to enable the archers on a hillock to ambush passing enemies.

PROVIDE INTELLIGENCE

10 to 50 victory points

An army without good intelligence is like a boxer who has been blindfolded. It can deliver a powerful punch, but it poses little threat because it can't put the punch where it's needed. An army that knows its enemy's location, future plans, strengths, and weaknesses can concentrate its efforts at key points, enabling it to defeat a much larger enemy. Whether the PCs' reconnaissance patrol spots enemy campfires or a PC's *charm person* spell gets an enemy prisoner to talk, the PCs aid their army whenever that information gets into the hands of their army's decision-makers, because it helps the commanders make smarter decisions that can turn the tide of battle.

To earn the victory points, the characters must discover useful information about the enemy army and then deliver the information to the friendly chain of command so it can be acted on.

Examples: You decide how many victory points a certain piece of information is worth, depending on what kind of information it is and how many enemy units it pertains to. In general, intelligence about enemy units is worth 10 victory points if it applies to less than one hundred enemy soldiers, 20 points if it pertains to one hundred or more, and 30 points if it applies to one thousand or more.

plans, then it's an offensive point. If one army needs to cross the river to win the battle, then it's a maneuver point. If the whole battle is about who will ascend to Vorkon's old throne, then it's an intrinsic point.

Don't get caught up in the categories. What's important is the victory point value you give the site, and what the PCs have to do to earn the victory points. The PCs might not know themselves what kind of point a particular location is. They might seize the keep for the purpose of shutting down the catapults, then be surprised to find a richly appointed crypt for Vorkon in the basement of the structure.

Detection: The detection of previously undiscovered enemy units is worth victory points. If the enemy units are on the move and the PCs report their direction and speed, they earn an additional 10 victory points. If they see a platoon of twenty enemy archers hustling north along a forest path, that information is worth a total of 20 victory points (10 for the detection of the unit and 10 more for the information about its present movement).

Plans: If the PCs capture written orders or otherwise discover what enemy units are going to do later in the battle, they earn victory points. If the enemy's plans are particularly unusual, the information is worth an additional 10 victory points because the friendly chain of command wouldn't otherwise have been able to anticipate the enemy's moves. For example, if the characters learn that a company of three hundred enemy troopers are intentionally weakening their own castle walls so that the walls will collapse onto attackers, they earn a total of 30 victory points.

Weaknesses and Strengths: If the characters learn about a previously unknown weakness or strength that enemy units have, they earn victory points. If the weakness is so severe that foreknowledge of it makes the enemy unit's defeat almost automatic, the intelligence is worth 20 victory points. If the PCs discover that the two hundred soldiers in the enemy castle have run out of water and will be unable to fight in three days' time, that information is worth 40 victory points. Conversely, if the enemy units' hidden strength is so overwhelming that only special countermeasures will give the PCs' army a chance, they earn an extra 20 victory points.

Terrain and Logistics: If the characters find a previously unknown offensive, defensive, maneuver, or intrinsic point on or near the battlefield, it's worth one-quarter of the victory points they would get if they had seized the point in battle (or one-half the victory points if the enemy doesn't know about it either). For example, finding a new place to ford a river is worth 15 victory points if the enemy doesn't know about the site yet.

Adjustments: Add 10 victory points if the enemy units are elite, spellcasting, or faster-moving than typical low-level soldiers, because the PCs' commanders are particularly interested in keeping track of those sorts of units.

If the characters acquire intelligence about enemy units without those units knowing that they have it, the PCs earn an additional 5 victory points, or 10 victory points if the enemy commanders are relying on the element of surprise in their plans.

If the enemy gets the PCs to pass along false information, not only do they not earn any victory points, but they lose 10 or more victory points if they had previously acquired any.

SEIZE DEFENSIVE POINT

20 to 100 victory points

The enemy has taken cover atop or behind some location that has protective value, and it's the PCs' mission to root them out.

To earn the victory points, the characters must clear the defensive point of any enemies and turn it over to friendly troops. They also earn victory points for the enemy units they defeat while seizing this point.

Examples: You decide how much a particular defensive point is worth, based roughly on how much defensive advantage it provides or how valuable the location is in the context of the battle. In general, it's more difficult to seize a defensive point than it is to protect one. Thus, using the same examples given in Protect Defensive Point (page 81), seizing a low wall or a series of trenches is usually worth 20 victory points. A timber-walled stockade with a guard tower is worth 40 victory points. A stone tower or small keep is worth 60 victory points, as are natural terrain elements that provide similar benefits, such as a high cliff. A walled keep is worth 80 victory points, and something fantastic such as a floating castle is worth 100 victory points.

Adjustments: If the point's defensive value is less important considering the direction the PCs' army is moving (such as a guard post that looks only to the east when the army is traveling westward), its victory point award is reduced by 5. If the characters damage the defensive value of the point when they seize it (by blowing big holes in the walls, for example), the victory point award is reduced by 10. If they ruin the point's defensive value (by destroying the walls with a *transmute rock to mud* spell, for example), the victory point award is reduced by 20.

SEIZE INTRINSIC POINT

10 to 90 victory points

Some points on the battlefield are important not because of their offensive, defensive, or maneuver value but because they are somehow valuable to one or both armies. A shrine devoted to a patron deity, a village full of noncombatants, a zone where mysterious magic occurs—any of these are intrinsic points worth seizing.

To earn the victory points, the characters must defeat any enemy units present at the point and otherwise make the location safe before they turn it over to friendly units. They also earn victory points for the enemy units they defeat while seizing the point.

Examples: You decide how much a particular intrinsic point is worth. These victory point awards are generally the same as those described in Protect Intrinsic Point (see page 81).

Adjustments: If the PCs damage the intrinsic point in the process of seizing it, its victory point reward is reduced by 10. If they ruin the intrinsic value of the point completely, subtract the value that the friendly army placed on the point from the averaged total. This calculation might produce a negative result, which represents a monumental screw-up on the part of the PCs. Or it might have little effect, if the friendly army didn't care about the point but the enemy army did.

SEIZE MANEUVER POINT

10 to 70 victory points

Maneuver points are places on the battlefield that an army must move through to get somewhere else important. They are often based on natural features like river fords, mountain passes, and canyons. If the enemy is holding a maneuver point, the PCs might be charged with seizing it so that friendly units can move through the location and take the fight elsewhere.

To earn the victory points, the characters must defeat the enemy units holding the maneuver point and make the location safe for friendly units to move through. They also earn victory points for the enemy units they defeat while seizing the point.

Examples: You decide how much a particular maneuver point is worth, depending on how much the army's movements are restricted without access to it. These victory point awards are generally the same as those described in Protect Maneuver Point (see page 81).

Adjustments: Unless the PCs were specifically directed to render the maneuver point unusable (destroying a bridge, for example), damaging the maneuver point reduces the victory point award by 20. Conversely, if the PCs can improve the value of the maneuver point (by casting *wall of stone* to put a bridge at the site of a ford, for example), they earn an additional 10 or 20 victory points. Building defensive structures to make the maneuver point easier to hold is likewise worth 10 victory points.

SEIZE OFFENSIVE POINT

10 to 50 victory points

The enemy occupies ground that's an advantageous place from which to attack. The PCs' job: take the location from the enemy before more of their comrades are killed.

To earn the victory points, the characters must defeat or drive off any enemy units occupying the offensive point, then turn it over to friendly troops. They also earn victory points for the enemy units they defeat while seizing the point.

Examples: You decide how much a particular offensive point is worth. These victory point awards are generally the same as those described in Protect Offensive Point (see page 82).

Adjustments: If the offensive point is useless to the army seizing it because of the direction it faces (such as a cliff that faces the sea the PCs' army just came from), its victory point award is reduced by 5.

ENEMY COUNTERMEASURES

If the PCs start seizing key points on the battlefield, killing enemy commanders, and frightening off enemy units, the enemy army will eventually notice and try to put a stop to their efforts. When the characters reach certain victory point thresholds, enemy units—often elites of some kind—will be dispatched to find them and thwart their further efforts.

How soon the enemy responds and what units it responds with depends on the organization and overall strength of

RECOGNITION POINTS

Almost every military organization has a way of recognizing members for their contributions. From the lowest private whose only duty is to obey orders up to a brigadier general who commands thousands or tens of thousands of soldiers, a mere look at a soldier's attire often reveals where he or she stands in the organization.

The symbols and medals worn on the chest and arms of a soldier's garb usually indicate one of two things: rank or decoration. Rank is a measure of status and responsibility in the military. At its most basic level, a character's rank determines who must follow that character's orders. Decorations—often in the form of medals and ribbons—describe where a character has been, what she has done, and how well she did it. Decorations cover accomplishments ranging from mere survival or the completion of elite training to the utmost act of bravery and heroism in the face of overwhelming opposition.

A character earns both rank and decoration by doing good things when others are watching. In game terms, a PC earns recognition points during a battle whenever she does something worthy of notice and commendation. When the battle is over, the DM converts the recognition points a PC has accumulated into rank and decorations. Then a higher-ranking officer or noble comes up to the character and pins a medal on her chest or introduces her to the unit she will now command.

EARNING RECOGNITION POINTS

In an ideal army, the same accomplishments that earn characters victory points would also earn them recognition points, so the perfect army would reward its soldiers in exact proportion to how much they help win battles.

Of course, no real-world or fantasy army is that efficient. Some crucial elements of a military victory (such as espionage and reconnaissance) happen behind the scenes, and other elements (such as building fortifications and gathering supplies) are unglamorous, however necessary. Conversely, defeating an enemy champion or capturing an enemy standard might not have a big impact on the battle's overall outcome, but these are the sorts of deeds that spread through the rank and file like wildfire.

That's why recognition points are tracked separately from victory points. As characters travel from mission to mission on the battlefield, they might face a choice

that army. A barbarian horde, for example, might not realize how much of a nuisance the PCs have become because the barbarians' unit commanders don't communicate with each other much. In contrast, an army of devils that can scry and communicate telepathically might respond quickly to the characters' success, putting out an "all points bulletin" to nearby units and using *teleport* spells to instantly confront the PCs.

between a mission that'll earn them victory points (such as getting some captured supply wagons back to a friendly logistics unit) and a mission that'll earn them recognition points (such as climbing to the top of a nearby hillock and planting their army's standard).

Chapter 2 of this book includes advice to the DM on how to take recognition points into account when planning a battlefield adventure. The basic award structure—and how PCs can spend those recognition points—is presented here so players can get a sense of how their choices will impact the recognition points they earn.

Only PCs earn recognition points. NPCs earn promotions and medals when other NPCs see fit to award them (in other words, whenever the DM believes it fits the ongoing narrative). Discussed below are several examples of activities that would make characters eligible for recognition point awards.

Capture Enemy Standard

(EL of enemy unit \times 1/2) recognition points

It's considered bad luck to have your standard captured, and the pennants of enemy units are therefore prized trophies. It cheers the heart of a soldier to see an ally galloping toward friendly territory, holding a captured enemy standard upside down.

To earn the recognition points, the PCs must take possession of an enemy standard and then return it to a commander behind friendly lines. Simply grabbing an enemy's national flag or army insignia doesn't count. They have to steal a distinctive standard that identifiably belongs to a specific enemy unit. If they take multiple standards from the same unit, they don't earn the recognition award multiple times.

Examples: The value of the enemy standard varies depending on the effectiveness of the enemy unit displaying it. If PCs take the pennant from a group of six human knights (CR 1 each), they earn 3 recognition points when they get it back to headquarters.

Adjustments: Some standards might have a recognition point value that's higher or lower than average. If the standard belongs to a once-proud unit whose ranks are now filled with green replacement troops, it's worth more than the low EL of the unit would indicate, for example.

Defeat Notable Unit

(EL of enemy unit) recognition points

The enemy leadership esteems some of their units more highly than others. If the PCs render such a prized unit unable to fight, that would be a stinging blow to the enemy—and a sure way for the characters to get noticed by their own leadership. Such notable units often have elite soldiers within them, but notoriety doesn't always correspond to fighting prowess. Some elite units aren't well known within their own army, much less to the enemy. Other units are famous simply because they hail from a particular place or because they have a famous commander.

To earn the recognition points, the characters must disable, kill, or capture the enemy unit or cause it to retreat

in disarray. Furthermore, a friendly unit that isn't directly involved in the battle must witness the PCs' victory.

Examples: Defeating an elite squad of eight bearded devils known as the Tormentor of Minauros is an EL 11 encounter, so it's worth 11 recognition points. However, defeating another squad of eight bearded devils isn't worth any recognition points—they weren't particularly well-known or feared as the Tormentor were.

Adjustments: If the notable unit is able to regroup and make a significant contribution later in the battle, only half the normal recognition point award is given out.

Fight in Famous Battle

3 to 5 recognition points

Some battles, whether won or lost, have a special resonance among the soldiers who fought in them. If you've survived the catapult barrages of Rorak's Point or the ghoulish hordes during the Second Battle of Gethasee Fields, you'll never forget the experience, and you'll feel a kinship with comrades who fought at your side.

This kinship extends beyond those who actually fought in the famous battle. Civilians and soldiers who are elsewhere, if they've heard tales of the famous battle, will be fascinated by those who were actually there.

To earn the recognition points, the characters must play a meaningful part in a battle important enough to occupy a prominent place in history. Whether a particular battle is noteworthy enough to earn recognition points for its participants is a matter for historians and storytellers to decide, so the recognition points are awarded at the DM's discretion.

Examples: Many of history's famous battles are resounding successes or tragic failures and are named accordingly. If the characters survive a battle that is afterward referred to as "Last Stand of the . . ." or "Final Triumph at . . ." they might be entitled to a recognition point award. Typically, over the course of a military campaign, only a few battles (maybe one in five) are noteworthy enough to warrant a recognition point award.

To use some real-world examples, the Battle of Gettysburg, Custer's Last Stand, the trench warfare on the Western Front in World War I, and the Normandy invasion on D-Day are famous enough to warrant a recognition point award, but the Battle of Pea Ridge, the Battle of Fallen Timbers, the Gallipoli campaign, and Operation Torch (the Allied landing in North Africa) from those same wars are not. Although each is a significant battle that greatly influenced the eventual outcome of the war, these battles simply aren't as well known among the general populace.

Adjustments: Sometimes a battle's importance isn't obvious right away, in which case you are justified in withholding the recognition points until the battle actually becomes famous. If the PCs engage in a bitter skirmish in a remote province that later leads to a full-scale war, you can later award them recognition points. The retroactive award represents all the people who are impressed that the PCs were there "when it all began."

If the PCs earn recognition points by participating in a famous battle, they have an additional way to spend those points—service decorations that commemorate their participation in the battle (see page 89). Perhaps every surviving worg-rider who made the final charge in the Battle of Kereindeau wears a red ribbon to honor those who fell. Or perhaps those who defended the sacred city of Garintell to the bitter end wear a necklace made of a chunk of white marble taken from the rubble of the Garintell palace. Those familiar with military history will see the ribbon or the marble necklace and know where the wearer has been.

Fight in Famous Campaign

5 to 10 recognition points

Just as certain battles have historical significance, so too do certain military campaigns earn a measure of respect for those who saw them through. The criteria for a recognition point award is the same as for participating in a famous battle; the decision is essentially in the DM's hands.

To earn the recognition points, characters must meaningfully participate in more than half of the major battles in the military campaign. The DM awards the recognition points at the military campaign's conclusion, whether it was successful or not.

Examples: This recognition point award is tied to a military campaign (a series of battles fought to achieve a common objective), not necessarily a campaign in the D&D sense of the word (a series of linked adventures). Of course, it's possible that your D&D campaign will run concurrently with a military campaign.

If the PCs are trying to drive an invading army of drow back underground, for example, their actions represent a campaign in both senses of the word. The PCs would take part in the major battles against the drow, and in between those battles they would probably undertake traditional D&D adventures with the drow as antagonists.

Adjustments: If a major military campaign ends with success and peace rings out across the land, it's possible to have a larger recognition point award than the 5 to 10 points recommended above. After a successful war, many armies are generous with promotions and medals for the survivors. Especially if your D&D campaign ends when the military campaign does, a large recognition point award is a good way to conclude the war, because it leads to a number of medals and promotion ceremonies for the player characters.

As with those earned by taking part in famous battles, PCs can spend these recognition points on special decorations that indicate they are veterans of a famous campaign.

Plant Standard

3 recognition points when planted; then +(EL of enemy unit) recognition points for each subsequent attack repulsed

Due to the limited availability of magical forms of observation and communication, flags and other standards are the primary way that military units identify each other at a distance. Most military units have a

flag, pennant, or other symbolic standard that represents their unit, and another standard to represent the army as a whole.

When you plant your standard in a prominent point on the battlefield, you are claiming that location; your flag says, "This spot belongs to us, and we'll fight to make sure it stays that way." Everyone within sight of the flag, friend or foe, understands the implicit challenge you make when you wave the flag in this way.

To earn the recognition points, characters must plant the standard in a location of geographical prominence (such as a hill or tower) or a point with intrinsic value to their side (see the *What Kind of Point?* sidebar, page 82). This location, which must be highly visible to both sides, might also be an offensive point, a defensive point, or a maneuver point (in which case the PCs also earn victory points for seizing it), but it doesn't have to be. The point must lie significantly beyond the front lines of the friendly army; no one's impressed if the PCs claim something

their army already possesses.

Once the PCs have planted the standard, everyone in the unit earns 3 recognition points. Each time they successfully defend the standard from a significant enemy attack, they earn additional recognition points.

Examples: Characters always earn 3 recognition points for planting their standard in the first place, but the subsequent points they earn depend on foes they defeat while defending the site. They earn the recognition points only if their standard remains flying throughout the combat.

Adjustments: If the enemy knocks the PCs' standard down even momentarily, they get no recognition points for that combat because troops elsewhere saw their standard waver. If their standard falls and the PCs have to retreat,



Planting the standard

they lose recognition points equal to the EL of the unit they retreated from if the enemy unit plants its standard in the same spot.

If enemy troops capture the PCs' standard, they lose 10 recognition points if they don't recover it by the battle's end.

Rally Demoralized Unit

(EL of all creatures successfully rallied) recognition points

Rank-and-file soldiers remember the event when someone takes command and turns a rout into a staunch defense. If the PCs can inspire bravery—or at least duty—in their fellow soldiers, they'll get a reputation as great leaders (or at least individuals with leadership potential).

To earn the recognition points, three events must occur. First, the characters have to be fighting in the presence of a unit with at least half its surviving members in a morale condition of frightened or worse (see page 73). Next, the PCs must make enough successful rally attempts that less than one-quarter of the unit ends up running away. Soldiers can flee for a round or two before being rallied, but they have to return to the fray before the combat is over in order for the rally attempt to count. Finally, the PCs have to win the current combat, killing their enemies or forcing them to flee.

Examples: The characters come upon a squad of seven elf rangers (CR 2 each), five of whom are frightened because they just failed a morale check. (There were originally fifteen rangers, but eight were killed, thus forcing a morale check on the survivors.) The PCs' rally attempts bring four of the five back into the combat, but the fifth one flees out of their sight. If the characters win the immediate combat that led to the archers' breaking ranks, they earn 6 recognition points because four CR 2 archers would be an EL 6 unit.

Adjustments: If multiple PCs make successful rally attempts on the same unit, they must come to agreement on which of them gets credit for the rally (such credit is often noted in the after-action reports that an organized army writes, or in the spontaneous conversations and interviews of an irregular force). When it comes to leadership issues, military types of every stripe like the simplicity of saying, "This guy turned us around," and they get suspicious whenever two leaders try to take credit for the same rally. If the PCs can't come to agreement, no one gets the recognition points.

Receive Elite Training

3 to 5 recognition points

Some military organizations have training regimens so difficult or prestigious that soldiers earn acclaim simply for completing them successfully. Real-world soldiers who have completed airborne training have earned such recognition, for example, because it's fundamentally impressive to others when someone intentionally jumps out of a perfectly good airplane.

To earn the recognition points, the characters must successfully complete training that somehow confers elite status on them. Unless you have a barracks adventure

planned for the training period, players won't spend any time at the game table while their characters earn the award. Their elite training will be incorporated into the training they undertake between levels to gain new skills, feats, and class features. You decide which training regimens are worth recognition points (and whether PCs have access to that training), so this reward is made entirely at your discretion.

Examples: Whether at peace or at war, armies spend much of their time putting their soldiers through endless drills and exercises. Only a few of these efforts are noteworthy enough to earn recognition points for their participants, and the type of training varies from army to army. In an elf army, undergoing treetop sniper training might be worth recognition points. By contrast, a human army might esteem riders who succeed on the "Four Stations Gallop," a journey that only the best equestrians can complete within the four-week training period.

Adjustments: As with recognition earned from famous battles and famous campaigns, the recognition points received from training can be converted to a special decoration: one that indicates the wearer completed the training. The Wind Archers of Kelanon, for example, give green gloves to everyone who completes their mounted archery training, while the orcs of Palnanak etch symbols into their tusks if they survive the "Winter of Blood" scouting regimen.

Replace Fallen Leader

(commander rating of fallen leader × 2) recognition points

In a pitched battle, officers are in at least as much danger as rank-and-file soldiers. When a leader falls, the soldiers immediately look for someone else to give orders. If a PC jumps into the breach and takes over the responsibilities of leadership, then acquires himself well in the subsequent combat, he earns respect and acclaim from both the chain of command above him and the soldiers he led into battle.

To earn the recognition points, a character must take over command of a unit whose leader has fallen in combat or fled and then win at least one combat while leading the unit. Furthermore, the unit itself must survive as an organized group until the end of the overall battle (although obviously all the unit's members didn't).

Well-organized armies have strict procedures for replacing officers at each point in the chain of command so that subordinates know where to turn when their commander goes down. Of course, the situation is less clear among barbarian hordes and other irregular forces, in which a leader's demise can set up a personality struggle in the middle of the battle.

Examples: The more important the leader a PC replaces, the bigger his recognition point award. If he replaces a sergeant (+2 rank bonus), for example, he would earn 4 recognition points if the unit goes on to win a combat and keeps its cohesiveness throughout the overall battle.

Adjustments: In rare circumstances, a character might earn this award if he replaces an incompetent, shell-shocked,

or otherwise ineffective officer. Such events are always controversial, however, because military adherence to the chain of command runs deep.

Rescue Endangered Unit

(2 × EL of friendly unit's surviving members) recognition points

Sometimes a friendly unit is cut off from the rest of the army, or multiple enemy units converge on one part of the army's lines. Characters can earn great acclaim if they can get to the endangered unit and either relieve the pressure on it, help the unit get to relative safety, or destroy all the enemies nearby.

To earn the recognition points, characters must get the relevant unit out of immediate peril. That might mean defeating the enemy units threatening it, creating a diversion elsewhere that draws the enemy's attention away, or using magic to enable the endangered troops to retreat.

When a battle rages, every unit on or near the battlefield is endangered to a degree. Characters earn recognition points for rescuing a unit only when the situation is dramatic, dire, and well known to at least the commanders involved. If the dangerous situation and the nature of the rescue are the sort of thing the army will be talking about long after the battle is over, the PCs will earn recognition points. However, if the activity is just a garden-variety example of one unit covering another, it won't be worth recognition points.

Examples: A platoon of dwarf sappers was digging a tunnel toward enemy lines when the passageway collapsed between the dwarves and the rest of the army. If the PCs can reach the dwarves and get them out of the remaining tunnel section before the enemy's trained umber hulks find them, they'll earn recognition points—and probably a debt of honor from the dwarves.

Adjustments: The recognition point award could be increased beyond the standard amount to account for special circumstances of the battle being fought. For instance, if the dwarf sappers in the example above were the only such units remaining in the friendly force and their survival is essential to ultimate victory in the battle, the accomplishment of rescuing them could be magnified accordingly by those who live to tell the tale.

Survive Overwhelming Odds

5 × (EL of each significant combat – average PC level)

Sometimes an army sacrifices specific units so that the rest of the army can benefit. While such sacrifices are tragic for the members of the destroyed unit, they are an important part of military strategy. If the army decides to sacrifice the PCs' unit and they accept this role, they can earn great laurels if they somehow survive to fight another day.

Characters don't get this recognition point award for missions that are merely dangerous, nor for missions that turn out to be more hazardous than expected. To earn the recognition points, they must know ahead of time that they have been ordered to sacrifice themselves for the greater good; the army must get the benefit it needed from that sacrifice; and then the PCs must somehow stagger back to friendly lines when the battle's done. At its most basic

level, this is the recognition point award characters get for surviving a suicide mission.

Examples: If the PCs are part of a beleaguered rebel army surrounded by the force of a tyrannical warlord, they could earn the recognition points if they are part of a delaying force that engages the warlord's units while the rest of the rebels withdraw.

Adjustments: This recognition point award is based only on combats against foes of a higher EL than the average level of the PCs. Characters don't get recognition points for run-of-the-mill challenges they overcome while they're undertaking the suicide mission, only the challenges posed by particularly dangerous foes.

OTHER WAYS TO EARN RECOGNITION POINTS

If PCs from other walks of life answer a call to arms and join the army, it's certainly appropriate to make a one-time award of recognition points that reflects their status as adventurous civilians. If they're already heroes of a realm when suddenly thrust into war, you should give them enough recognition points so that they have military rank commensurate with their status as well-known, capable civilians.

Likewise, in a D&D campaign that includes both battlefield adventures and more traditional fare, you should reward PCs who do good work on the army's behalf, even if such missions don't take place on the battlefield. If the queen orders the PCs to leave their units, disguise themselves as courtiers, and steal the war plans of a rival noble, they should get a recognition point award (probably 5 to 10 points) when they successfully complete their mission.

SPENDING RECOGNITION POINTS

At the end of each battle, characters convert the recognition points they have earned into two rewards: decoration points and promotion points. The two rewards function differently. Decorations are based on the battle the characters just fought in, and are acquired on the spot—or as soon as the army leadership gets around to giving them out. Promotion points, on the other hand, are an ongoing reward. A character accumulates them from battle to battle, and becomes eligible to be promoted to a higher rank when he reaches certain thresholds.

After a battle, the recognition points a character has earned is split evenly between decorations and promotions. If a character receives an odd number of recognition points, the player can put the extra point wherever desired.

Bucking for Promotion or Decoration: A character can try to influence whether his commander rewards his valor with a promotion or a decoration. Doing so means that the character must expend some of the goodwill and acclaim he has earned. If a character decides to do this, three-quarters of the recognition points (rounded down) that he has just received are converted into either promotion points or decoration points (as preferred), and the remainder of the recognition points are lost.

For example, if a character receives 11 recognition points from one battle, he would normally get 5 promotion points,

5 decoration points, and 1 point that the player can assign to either category. If the character decides to buck for promotion, he instead gains 8 promotion points and no decoration points ($3/4 \times 11 = 8.25$, rounded down to 8).

Decorations

Every army has a different system of decorations, from the simple (barbarian hordes who wear body parts of the foes they slay) to the complex (national armies with multiple medals, each with one of several ribbon colors for specific occasions). When you design an army, one of the features you can construct is a system of decorations that the army gives to soldiers who show excellence of one kind or another on the battlefield.

Table 4–7, below, presents a hierarchy of decorations of particular point values and the benefits those decorations provide. Use your own unique names in place of the generic titles on the table—after all, no army offers a “10-point decoration”; it offers the “Conduct in Crisis badge,” “membership in the Order of the Stag,” the “gold crescent with honor tassels,” or “the brand of Myrvak’s favor.” The form and history behind an army’s decorations says a lot about what virtues that army values and what kind of soldier it idealizes. Making distinctive decorations is one of the best ways to make a fantasy army come to life at the gaming table. (See Table 4–8, below, for some suggestions.)

Within the game rules, however, all decorations function the same way. Almost all of them provide a circumstance bonus on Diplomacy checks made to adjust an NPC’s reaction and on Intimidate checks made to change an NPC’s behavior. However, the bonus only applies if the NPC in question knows what the decoration signifies.

An NPC knows what a decoration signifies if that character qualifies for inclusion in the “automatically affected” column on Table 4–7, or if the character establishes the ability to identify the decoration by succeeding on a Knowledge (history) check (using the DC found in the table). If an NPC knows what a decoration represents, the

wearer of that decoration gains the indicated bonus on checks made to influence that NPC. In general, the more significant the decoration, the more likely it is that NPCs will recognize it—with the exception of the widely seen 1-point wound decoration, which is familiar to many individuals regardless of their expertise (but which provides no circumstance bonus in any event, simply because it is so common).

TABLE 4–7: DECORATIONS AND NPC INTERACTION

Decoration	Bonus	Automatically Affected	Knowledge (history) DC to identify
1-point wound	—	Virtually everyone	10
2-point training (specific type)	+1	Soldiers in same army	20
2-point service (specific battle)	+1	Soldiers in same army	18
4-point service (specific campaign)	+2	Soldiers in same army	15
5-point	+2	Soldiers in same army	12
10-point	+2	Soldiers in same army; political and religious leaders in army’s territory	10
20-point	+3	Everyone in army’s territory	10
40-point	+4	Everyone in army’s territory	10
80-point	+5	Everyone in army’s territory and neighboring territories	10

Circumstance bonuses from multiple decorations ordinarily stack with each other as long as each decoration represents a different circumstance (generally meaning that it was earned in a different battle or campaign). Keep track of which other medals you possess, however, because it’s possible that an NPC will recognize a well-known minor decoration but not an obscure service decoration.

Sample Decorations

Table 4–8: Sample Decorations uses the same point structure for several hierarchies of decorations, but the decorations

WRONG MEDALS AND FAKE MEDALS

On the surface, the use of decorations seems simple: wear them and bask in the notoriety. However, not all notoriety is positive, and not all notoriety is earned.

Unpopular Decorations: Decorations are impressive to those you fought together with and those you fought on behalf of. Of course, if you strut around the communities of your enemies, they regard your decorations as badges of shame, not of honor.

Few people know what the decorations of enemy nations mean, so their negative effect on interactions isn’t as great. Add 5 to the Knowledge (history) check DC given in Table 4–7 to determine the nature of a decoration from any army other than the one that’s ordinarily responsible for the local area. If an NPC succeeds on this check, her initial reaction to the PC (as described on page 72 of the *Player’s Handbook*) is one category worse than it would otherwise be. Likewise, the circumstance bonus on interactions becomes a penalty instead.

False Decorations: A character can wear a decoration he hasn’t earned—perhaps a genuine one acquired from someone who did earn it, or perhaps a fake created for the purpose of deceiving those who view it.

If a character wears a genuine decoration he didn’t earn, he still gets the circumstance bonus on interactions involving viewers who don’t know the truth of the matter. Only an especially knowledgeable NPC will be able to tell that the PC didn’t earn the medal. Often this boils down to a Bluff check on the part of the PC, opposed by the NPC’s Sense Motive check.

If a character wants to use a fake decoration, in most cases doing so requires a Disguise check (opposed by the viewer’s Spot check), although written proclamations would require a Forgery check (opposed by a Forgery check by the viewer). If the character succeeds on the check, he gets the circumstance bonus on interactions with that NPC. But if he fails, the NPC’s reaction worsens by at least two categories, and that NPC will probably try to expose the character’s chicanery to others.

themselves have different names and take different forms from one kind of army to another.

Designing Your Own Decorations

If you're designing a fantasy army, choosing decorations consists of nothing more than inventing a name and distinctive look for each of the decoration types on Table 4-7. If you want to take matters a step further, you can add more character to the decorations by developing the history and the customs that surround them. For example, a decoration called "The Spiked Cluster" might have originally been designed to honor a melee drill instructor who used a spiked chain as her weapon.

You can also change the recognition point totals to customize the decorations of a particular army, or change who knows about the decorations.

Example 1: If an army discourages individualism, it might not offer decorations for any achievement earning less than 20 recognition points.

Example 2: An army that spends most of its time keeping trade routes clear of bandits might find that merchants know the system of decorations as well as anyone in the military; thus, the "automatically affected" category should include all merchants in the region.

Other Functions of Decorations

The amulet that Queen Noortaka gives her champions is more than just a silvery beetle—it's a *periapt of Wisdom* +2 that helps her favorite soldiers tell the just from the unjust. If you aren't wearing the Silvery Beetle, you'll never get

into the Riders of the Hopeful Chalice, the queen's elite pegasus-riding cavalry.

The most basic function of a decoration is to mark its wearer as special and worthy of respect; that's why it provides circumstance bonuses on social interactions. However, at your discretion, a few decorations might do more than just impress the locals.

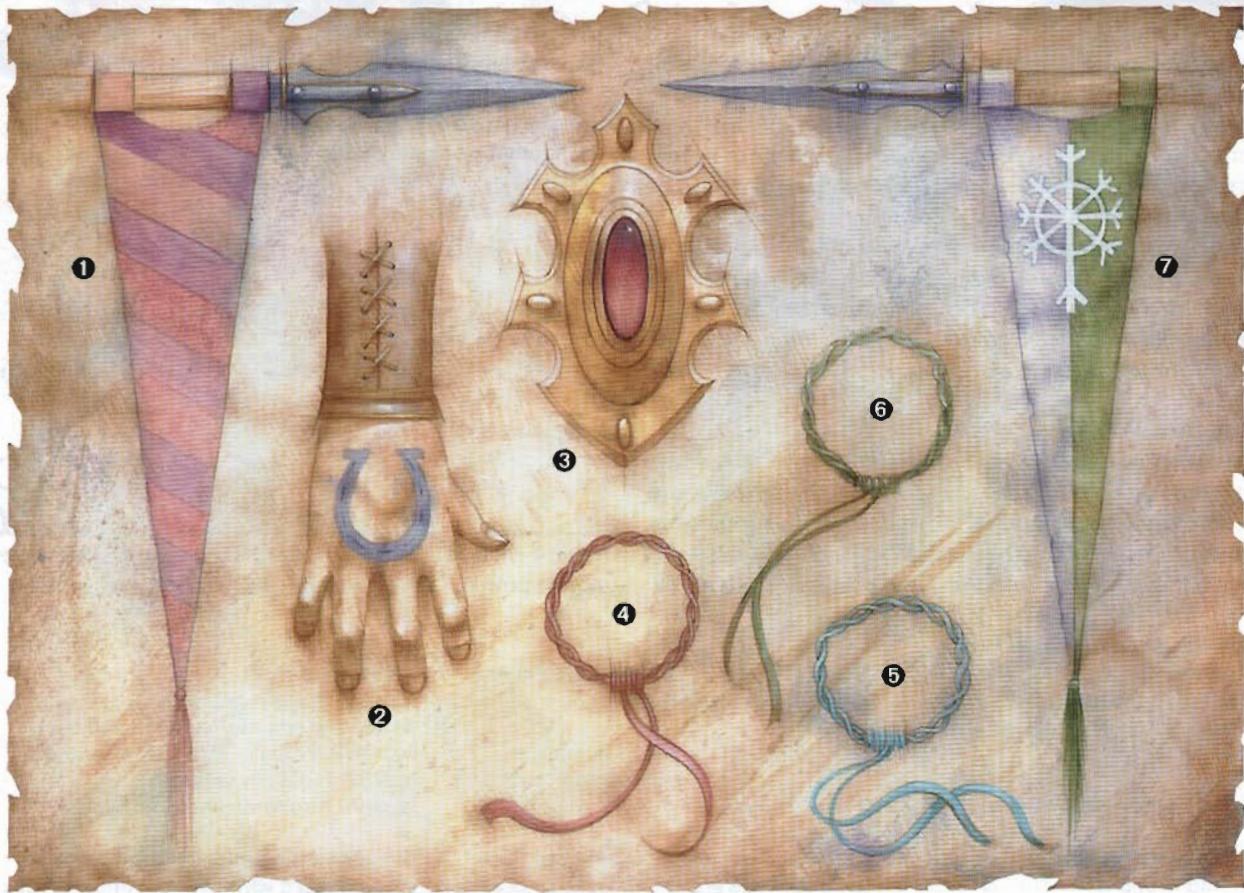
Magic Decorations: Some decorations can be magic items in and of themselves. Because this situation amounts to just handing treasure to PCs, most DMs will use it with caution. As long as you're keeping an eye on the anticipated character wealth per level, there's no reason why a magic item can't serve as a decoration in addition to its magical purpose. The heraldic crests in Chapter 6 are an example of this; see page 130.

For example, you won't unbalance the game if you give 9th-level characters the Ruby Ring of Heroes' Blood (a ring of protection +2). However, such a decoration in the hands of 1st-level characters is too good. Worse, in games that allow free buying and selling of magic items, they'll be tempted to sell off their decoration, which defeats the item's primary purpose of marking its wearer as worthy of respect. Don't give away magic decorations if you think the characters will turn around and sell them.

Magic decorations work best when they're given by an army or unit that's closely associated with the item, such as an elf army that gives its best warriors a cloak of elvenkind with boots of elvenkind to match. The item should either be of an obviously military nature (such as a +1 shield emblazoned with a symbol of national pride), or it should otherwise have a symbolic connection to the nation or

TABLE 4-8: SAMPLE DECORATIONS

Decoration	Chivalric Army	Barbarian Horde	Tyrannical Army	Elf Army	Mystical Army
1-point wound	Valor's Blood-drop (badge)	Purple Slash (stitched scar)	Hound of the Realm (medal)	Giver of Life (amulet)	Payment to Thuniak (tattoo)
2-point training	Silver Horseshoe (tattoo)	Shaman's Favor (tattoo)	Product of the Crucible (gauntlet)	Treetop Defender (pendant)	Magical Defense Graduate (certificate)
2-point service (battle)	Colors of Renincort Peak (lance pennant)	Sack of Erek-Nor (weapon etching)	Servant of Mt. Thaul (ribbon)	Defense of the Oakstand (carved arrow)	Three Portals (medal)
4-point service (campaign)	Colors of the Northern Crusade (pennant)	Trail of Bloody Footsteps (tattoo)	Servant of the Great Purge (gold-capped ribbon)	Misty Isle Defender (ring)	Conqueror of Catasia (mantle)
5-point	Red Knight of Merit (ribbon)	Teeth of the Fallen (necklace)	Scion of the State (medal)	Corellon's Blessed (carved bow)	Master of No-fear (ribbon)
10-point	Blue Knight of Distinction (ribbon)	God's Bloody Touch (tattoo)	Hero of the State (medal)	Thorn of the Rose (badge)	Master of the Clash (ribbon)
20-point	Green Knight of Puissance (ribbon)	Fingers of the Fallen (bracelet)	Latter-day Founder of the State (medal)	Last Leaf to Fall (pendant)	Master of the Inner Soul (ribbon)
40-point	Sovereign's Flourishes (heraldry addition)	God's Pride (facial scarring)	Paragon of the State (medal)	Deepest Root (carved half-mask)	Master of the Great Mystery (ribbon)
80-point	Sovereign's Imprimatur (heraldry addition)	God's Envy (forearm scarring)	Inspiration of the State (statuette)	Future's Seed (embroidered robes)	Master of the Void (ribbon)



Chivalric army decorations: Colors of Renincourt Peak (1); Silver Horseshoe (2); Valor's Blood-drop (3); Red Knight of Merit (4); Blue Knight of Distinction (5); Green Knight of Puissance (6); Colors of the Northern Crusade (7)

army (such as a marble elephant figurine of wondrous power from a culture that esteems elephants).

If possible, a magic decoration should be usable by characters of all classes—or at least of all classes likely to earn the decoration in the first place. If a wizard PC earns a magic decoration that includes or is embodied in full plate armor, that decoration will at best gather dust somewhere in the wizard's tower.

Decorations as Entry Requirements: Because they explicitly recognize achievement, specific decorations are a good requirement for entry into a prestige class or organization. If PCs know about the decoration requirement ahead of time, their desire to get into a particularly compelling prestige class might lead them to acts of great courage on the battlefield. The entry requirement also ties the members of the group or prestige class together in a meaningful way; the members know that their comrades all have shown good qualities when tested in the past.

For example, a mercenary group called the Death Dealers of Naurak have decided to make first earning, then sacrificing, a jade heart decoration a requirement to join their ranks. During the initiation ceremony, the new Death Dealer shatters the jade heart she earned, symbolizing her break with the national army and her new life as a mercenary. Even in the absence of the

decoration, every Death Dealer knows that every other Death Dealer stood by her allies when the chips were down, and every member of the mercenary group has at least a degree of loyalty to the national army in the realm of Naurak.

PROMOTIONS

The most common form of advancement for most PCs in a military campaign is advancement by deed. Advancement by deed occurs when a character earns a promotion through hard work or brave deeds—the sorts of acts that earn recognition points, which in turn can be spent on promotion points.

However, this is far from the only method of advancement. Advancement by attrition occurs when a character is moved up in the command structure because a higher-ranking officer left or died. Attrition also covers those promotions based solely on a character's ability to survive longer than everyone else around. Most lower-ranking leaders, past and present, have earned their ranks by either deed or attrition.

Advancement by title occurs when a character is granted a rank based on his title outside the military. Officers were historically members of the royalty such as dukes or clan chiefs, or those who bought their commission with currency, land, or soldiers.

In the modern armies of the real world, promotions are earned primarily by deed. However, a measure of advancement by title still exists in the modern military. A modern soldier with the rank of sergeant (an enlisted noncommissioned officer, or NCO) is rarely promoted directly to the rank of lieutenant (a commissioned officer) without first being sent to an officer candidate school. While officers in the modern world might not rely on receiving a commission from the ruler (a typical method of appointment for characters in a medieval fantasy world), they are still separated from NCOs by education or lineage or some other title-related reason.

Promotion Points

Characters accumulate promotion points by converting recognition points, and they keep track of their promotion points as an overall total. When a character's promotion points reach one of the thresholds indicated on Table 4-9, he is eligible for a promotion. This promotion advances

the character's commander rating, which typically goes hand-in-hand with a new rank title.

TABLE 4-9: PROMOTIONS

Promotion Points	Commander Rating	Rank Name
9 or less	0	Private
10–24	1	Corporal
25–74	2	Sergeant
75–149	3	Lieutenant
150–249	4	Captain
250–399	5	Major
400–599	6	Colonel
600 or more	7	General

BATTLEFIELD AWARD SUMMARY

Table 4-10 lists the awards you'll earn during a battle: experience points, victory points, and recognition points.

TABLE 4-10: BATTLEFIELD AWARDS

Objective	XP	Victory Points	Recognition Points	Adjustments
Assist friendly troops	—	1 per 10 allies	—	More VP if aid is magical
Attack enemy siege engines	—	10–60	—	More VP if engines captured and used
Defeat enemy units	by CR ¹	EL × 10	+EL if notable enemy unit	More VP if cavalry, elites, spellcasters, less RP if unit later regroups
Disrupt enemy command	by CR ¹	1 per 10 soldiers under command	—	Less VP if subordinate takes over
Disrupt enemy communications	—	EL × 2 or 2–50 for large groups	—	More VP if disruption is lengthy, more VP if replaced with false communications
Disrupt enemy supply	—	10–50	—	More VP if supplies captured and used, less VP if supplies only diverted
Protect defensive point	by CR ¹	10–80 ²	—	More VP if improved, less VP if damaged
Protect intrinsic point	by CR ¹	10–80 ²	—	Less VP if damaged
Protect maneuver point	by CR ¹	10–70 ²	—	More VP if improved, less VP if fragile
Protect offensive point	by CR ¹	20–100 ²	—	More VP if improved, less VP if offensive potential diverted, less VP if easy to defend
Provide intelligence	—	10–30	—	More VP if cavalry, elites, or spellcasters; more VP if enemy doesn't know you know
Seize defensive point	by CR ¹	20–100 ²	—	Less VP if directional or damaged
Seize intrinsic point	by CR ¹	10–90 ²	—	Less VP if only important to one side, less VP if damaged
Seize maneuver point	by CR ¹	10–70 ²	—	More VP if improved, less VP if damaged
Seize offensive point	by CR ¹	10–50 ²	—	Less VP if directional
Capture enemy standard	by CR ¹	—	+1/2 EL of enemy unit defeated	—
Defeat notable unit	by CR ¹	—	+EL of enemy unit	Reduce by half if unit regroups
Fight in famous battle	—	—	+3–5	Allows service decoration (battle)
Fight in famous campaign	—	—	+5–10	Allows service decoration (campaign)
Plant standard	—	—	+3, then +EL of enemy attackers repulsed	Less if standard disrupted, negative if standard stolen
Rally demoralized unit	—	—	+EL of friendly troops	Individual award
Receive elite training	—	—	+3–5	Individual award
Replace fallen leader	—	—	+2 × commander rating of fallen leader	Individual award
Rescue endangered unit	—	—	+2 × EL of surviving friendly troops	—
Survive overwhelming odds	by CR ¹	—	+5 × (EL of unit – average PC level)	—

¹ See *Dungeon Master's Guide* page 38.

² Depending on value.

Illus. by C. Lukacs



By their nature, D&D characters are right at home on the battlefield. They're accustomed to violence, they're well armed, and they have an astonishing degree of flexibility when faced with a challenge. Fighting on a battlefield isn't necessarily different from exploring a dungeon: In either environment, you'll face wave after wave of creatures trying to kill you or drive you away.

However, unlike a dungeon, the battlefield isn't a controlled environment. Depending on the ebb and flow of battle, PCs might encounter dozens or even hundreds of enemies at a time. Accordingly, the smart player might want to adjust his or her character choices to take advantage of conventions in the warfare genre.

SKILLS

The following skill descriptions supplement those found in the *Player's Handbook*.

BLUFF

Use this skill to create a sense of confidence in your troops. You can make a group of soldiers believe they are stronger than they actually are, bolstering their morale temporarily. You can also convince them that an enemy force is not quite as powerful as they believe it to be, or that a mission is less dangerous than it truly is. This bolstered

confidence does not necessarily last long, and your words might be quickly forgotten if the tide of battle turns against the troops.

Check: Your successful Bluff check opposed by your troops' Sense Motive check (consider a group of new recruits to have a +1 Sense Motive modifier for this purpose) provides the affected targets a +2 bonus on their next morale check. However, those same troops have a -2 penalty on every subsequent morale check in that battle. The -2 penalty endures past the current battle if the same commander is left in charge of the unit.

Veteran troops (those of 2nd level or higher) are resistant to pep talks, having already experienced the reality of the battlefield. Such troops have a +6 modifier on their Sense Motive checks to oppose your Bluff check.

This ability affects up to ten characters for every rank you have in the Bluff skill. If both new recruits and veterans are present, make a separate check for each. For example, if you wish to bolster the morale of a company of 60 soldiers (40 new recruits and 20 veterans), you must have at least 6 ranks in Bluff and would make two checks, one for the new recruits and another for the veterans. Characters of your level or higher are immune to this effect.

Circumstance	Sense Motive Modifier
The target wants to believe you. "You have trained for this. You are ready. They'll never know what hit them."	-5
The bluff is believable. "Orcs don't fight well in sunlight! We can take them!"	+0
The bluff is a little hard to believe. "Ogres aren't that much taller than you! Just gang up on them!"	+5
The bluff is hard to believe. "Back to the battle! That dragon can only breathe fire once per day! Quick, let's get him while he's vulnerable!"	+10

Action: A Bluff check made to inspire troops requires a full-round action.

Try Again: Yes, but once you've attempted this check in a battle or prior to a battle, you can't use it again on the same troops for at least 24 hours.

CRAFT

Catapults, siege towers, and battering rams are a mainstay of many large battles. Though a skilled siege engineer can get the most out of them, these massive siege engines are built and maintained by smiths and crafters trained in the manufacture of siege engines. If you excel in implementing or firing siege weapons, then you are using the Profession (siege engineer) skill. If you construct and repair these battlefield monstrosities, then you use the Craft (siege engine) skill. For information on building siege engines using the Craft skill, see page 94.

Special: You can use Craft (blacksmithing) or Craft (weaponsmithing) to construct or repair siege weapons with a -5 penalty.

DIPLOMACY

Those skilled at swaying the opinions of others can find great success leading troops on the battlefield.

Synergy: If you have 5 or more ranks in Diplomacy, you gain a +2 bonus on rally checks (see page 73).

DISABLE DEVICE

You can use this skill to sabotage siege engines, rendering them inoperable.

Check: Your DM makes your check secretly, so that you don't necessarily know whether you have succeeded. Most normal siege engines have a DC of 20 to disable. Magic siege engines have a DC of 25.

You can try to sabotage a siege engine so that appears functional until it is first used, but doing so increases the DC by 5.

Action: Sabotaging a siege engine takes 2d4 rounds.

DISGUISE

In addition to the obvious battlefield use—disguising yourself and your fellow troops in the livery of your enemies to pass unnoticed—a more desperate character can use the Disguise skill to make herself and others appear to be corpses.

Creating Fake Corpses: You can attempt to disguise yourself and others in order to appear to be dead bodies. You cannot use the Disguise skill in this manner while being observed, and you cannot move at all while so disguised. Your Disguise check is opposed by the Spot check of anyone who might see you.

Blending in with a group of other corpses is relatively easy. If the actual corpses in the immediate vicinity outnumber the disguised characters by at least three to one, you gain a +2 bonus on the Disguise check.

While this sort of disguise requires no special props, you generally need some splashes of blood (or similarly colored substance), grime, soot, and similar stains to pull off the disguise.

Action: A disguise made to appear as a corpse is a relatively quick exercise, requiring only 1d3 minutes of work.

GATHER INFORMATION

Knowing your enemy is important, but so too is knowing the field where you will fight. You could use Gather Information as part of an advance scouting group, providing your force with an advantage.

Check: If a battle is to be fought in or near an inhabited area, a DC 20 Gather Information check provides a strategic advantage to your force (see Strategic Advantages, page 70).

Action: Making a Gather Information check to learn about a battlefield takes 1d4+1 hours.

HANDLE ANIMAL

Use this skill to train an animal as part of a team.

Check: Teaching an animal the teamwork trick requires a DC 20 Handle Animal check made as part of teamwork training (see Teamwork Benefits, page 115). This trick allows the animal to be part of a team and thus benefit from any teamwork benefits enjoyed by the team. The animal must still meet any team member prerequisites required to gain the benefit.

HEAL

Injury on the battlefield is inevitable, and sometimes a healer isn't available to save those who fall. Even if you aren't a healer, you can still try to use makeshift bandages. With enough skill, you might be able to get fallen troops on their feet more quickly.

Check: The DC and the effect of a successful check depend on the task you attempt.

Makeshift Bandage: With a DC 12 Heal check, you can apply a makeshift bandage to a fallen creature. If you are successful, the target automatically stabilizes 2 rounds later unless he stabilizes normally, receives magical healing, or sustains a new injury before that time. If you fail the check by 5 or more, the target loses 1 hit point instead.

You must declare whether you are using the Heal skill to attempt a makeshift bandage or to perform first aid (as described on page 75 of the Player's Handbook) prior to making your roll.

Extended Aid: With a DC 20 Heal check, you can help an unconscious creature return to consciousness more quickly. If the check succeeds, the unconscious creature in your care wakes in 1 hour.

Action: Applying a makeshift bandage is a standard action that provokes attacks of opportunity. Performing extended aid requires 1 hour of light activity.

HIDE

Battlefields provide many places for you to hide: craters, bunkers, clouds of smoke, and so forth. Using the Hide skill in this type of terrain is no different from hiding in other environs—you need cover or concealment in order to attempt a Hide check.

Special: Camouflage netting (see the sidebar) allows a character to attempt a Hide check in a particular kind of terrain without having either cover or concealment, as long as the character remains stationary. It also allows characters to hide objects.

INTIMIDATE

You can use Intimidate to boss around lower-ranking soldiers. In addition, characters with a commanding presence can more easily sway troops to follow them into battle.

Special: When using Intimidate against a lower-ranking character (that is, against a character whose commander rating is lower than yours), you can add the difference in commander ratings to your Intimidate check. See page 75 for more information on commander ratings.

Synergy: If you have 5 or more ranks in Intimidate, you gain a +2 bonus on rally checks (see page 73).

CAMOUFLAGE NETTING

On the battlefield, characters are often required to conceal themselves from sight—sometimes without a handy rock or tree to hide behind. Camouflage netting is specially crafted to allow characters to accomplish exactly this task. It is basically a large blanket mottled in colors appropriate to the climate and terrain, sometimes incorporating foliage, branches, and other materials.

Camouflage netting is made in a specific size and to match a specific climate/terrain type. It allows a character of the specified size or smaller to attempt a Hide check in the specified climate/terrain type even though the character does not have cover or concealment. It only functions as long as the character remains stationary—moving even as little as 5 feet negates the netting's effect. It also allows an object of the specified size or smaller to be hidden (an object's base Hide check modifier is -5 plus any modifier for size; see page 76 of the *Player's Handbook*). Camouflage netting used in a climate/terrain combination that it isn't designed for has no effect.

The possible climate/terrain combinations for camouflage netting are as follows:

- Cold deserts
- Cold forests
- Cold hills/mountains
- Cold marshes

KNOWLEDGE

Information can be as important a weapon in battle as the troops themselves.

Check: In a military campaign, a character with Knowledge (history) will be well versed in military history and know something of military tactics used in past wars. A DC 20 Knowledge check enables you to provide a strategic advantage to your side in a battle (see Strategic Advantages, page 70). Use the guidelines in that section to determine which situations are appropriate for each area of knowledge. As always, the DM is the final arbiter of this issue.

Action: Using Knowledge to gain a strategic advantage for a battle requires 1 hour of planning during the planning stage.

Try Again: No. The check represents how your knowledge applies to the situation, and thinking about it a second time doesn't grant you any additional insight.

PROFESSION

For some, war is a disaster. For you, it's a job.

Check: Aiming an indirect-fire catapult such as a trebuchet, scorpion, or mangonel requires a Profession (siege engineer) check; see the description of specific catapult types beginning on page 63 for DCs and details.

SPEAK LANGUAGE

Battle signals are a relatively simple form of sign language allowing rapid and silent communication on the battlefield. A character can learn how to use and interpret battle signals by spending 1 or 2 skill points on this application of the Speak Language skill.

- Cold plains
- Temperate deserts
- Temperate forests
- Temperate hills/mountains
- Temperate marshes
- Temperate plains
- Warm deserts
- Warm forests
- Warm hills/mountains
- Warm marshes
- Warm plains
- Aquatic
- Underground

The weight and price of camouflage netting depends on the largest size of creature the netting can accommodate.

Size	Weight	Price
Tiny or smaller	1 lb.	5 gp
Small or Medium	3 lb.	25 gp
Large	10 lb.	100 gp
Huge	30 lb.	200 gp
Gargantuan	100 lb.	500 gp
Colossal	300 lb.	1,000 gp

Sending a communication via battle signals requires at least one free hand. Most orders that can be communicated using battle signals are relatively straightforward, such as "Attack now," "Stay here," "Go over there," or "Surround that target"; the language is incapable of more complex communication. You can't, for example, use battle signals to convey more than one order at a time to a certain target (such as "Climb that hill and then defend the spot") or to communicate a conditional instruction (such as "Attack only if you see orcs").

An intended target of the communication must be within 120 feet and be able to see the character using battle signals in order to understand him.

Even those who do not know battle signals can make a DC 15 Intelligence check to understand any simple command (of up to three words in length) communicated via battle signals.

Battle signals have no alphabet or written form. This kind of communication transcends normal language barriers, though creatures must be vaguely humanoid in form to use it.

A semaphore version of battle signals exists, whereby characters who know the signals can use flags or banners to communicate over longer distances. This counts as a separate language from the hand signals described above and can only be understood by those who have specifically learned the semaphore version. Semaphore battle signals can be read from ten times farther away than hand signals (up to 1,200 feet); use of a spyglass doubles this range (up to 2,400 feet, or almost half a mile).

Action: Sending a communication by hand signals is a standard action. Communicating via the semaphore version of battle signals requires a full-round action.

Special: A fighter can treat Speak Language as a class skill for the purpose of learning battle signals.

SPOT

Use this skill to quickly count the number of creatures in a formation, to pick out a commander or officer during battle, or to determine the general position of artillery.

Check: As noted in the Spot skill description in the *Player's Handbook*, each 10 feet of distance adds a -1 penalty to Spot checks.

Count Troops: With a DC 10 Spot check, you can make a rough estimate of the number of creatures in a formation. If the group contains two hundred fifty individuals or less, you can guess their numbers to the nearest ten. If the group has more than two hundred

LEADER FEATS

This book introduces a new type of feat called leader feats. Leader feats augment or alter the effects of the Leadership feat (as presented on page 97 of the *Player's Handbook* and described in more detail on page 106 of the *Dungeon Master's Guide*). Typically, a leader feat affects your cohort and/or your followers but has no effect on other allies.

fifty individuals, you can estimate their numbers to the nearest hundred. For example, a group of eighty-six gnolls would be estimated as ninety, and a horde of four hundred twenty-seven barbarians would be counted as four hundred.

This skill use only applies to groups of one thousand individuals or less.

Locale Commander: You can pick out an officer or commander with a DC 20 Spot check.

Locate Artillery: A DC 25 Spot check gives you the approximate range (within 30 feet) to any sort of artillery firing into the battlefield, whether the source is a siege engine or a spellcaster. The DC of this Spot check is not modified by distance.

FEATS

The new feats described in this section are generally useful in traditional D&D campaigns, but they truly shine when employed on the battlefield.

BALLISTA PROFICIENCY

You have trained in ballista operation.

Benefit: You do not take the normal -4 nonproficiency penalty when making an attack roll with a ballista (see page 65).

Special: A fighter can select Ballista Proficiency as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

BLOCK ARROW

You can block incoming arrows with your shield.

Prerequisites: Dex 13, Shield Proficiency.

Benefit: You must be using a shield to use this feat. Once per round when you would normally be hit with a ranged weapon, you can deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed. Unusually massive ranged weapons, such as boulders hurled by giants, siege weapon attacks, and ranged attacks generated by spell effects (such as Melf's acid arrow) can't be deflected.

Special: A fighter can select Block Arrow as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

COORDINATED SHOT

You are extraordinarily talented at making ranged attacks past your allies.

Since all leader feats include Leadership as a prerequisite, their presence in the game is subject to the DM's approval. If the DM prefers not to include the Leadership feat in the campaign, then all feats of the leader type are similarly off limits.

In addition to their listed benefits, each leader feat taken by a character improves his Leadership score by +1.

TABLE 5-1: BATTLEFIELD FEATS

General Feats	Prerequisites	Benefit
Ballista Proficiency ¹	—	No -4 penalty on attack rolls with ballistae
Block Arrow ¹	Dex 13, Shield Proficiency	Deflect one ranged attack per round with shield
Coordinated Shot ¹	Point Blank Shot, Precise Shot	Your ranged attacks ignore cover from allies
Courageous Rally	Bardic music (inspire courage) class feature	Make free rally check when you inspire courage
Expanded Aura of Courage	Aura of courage class feature	Your aura of courage expands to 60 feet
Expert Siege Engineer ¹	Profession (siege engineer) 8 ranks	+2 bonus on attack and damage with siege engines
Guerrilla Scout	—	+1 bonus on initiative checks; Listen and Spot ranks cost 1 skill point
Guerrilla Warrior	—	Reduce light or medium armor check penalty by 1; Hide and Move Silently ranks cost 1 skill point
Mounted Mobility ¹	Mounted Combat, Ride 4 ranks	+4 dodge bonus to AC against some attacks of opportunity while mounted
Natural Leader	Cha 13	+4 bonus on rally checks
Plunging Shot	Dex 13, Point Blank Shot	+1d6 damage against targets below you
Ready Shot	Point Blank Shot	Readied ranged attack deals +3d6 damage
Shield Wall ¹	Shield Proficiency	Shield bonus increases by +2 when adjacent to shield wielder
Veteran Knowledge ¹	Base attack bonus +2, Knowledge (history) 1 rank	+5 bonus on Knowledge checks made to gain strategic advantage
Leader Feats	Prerequisites	Benefit
Extra Followers	Cha 13, Leadership	Lead twice as many followers
Improved Cohort	Cha 15, Leadership	Your cohort's maximum level increases by 1
Inspirational Leadership	Cha 17, Leadership	Your cohort and followers have exceptional morale
Practiced Cohort	Cha 15, Leadership	Your cohort shares your teamwork benefits

¹ A fighter can select this feat as one of his fighter bonus feats.

Prerequisite: Point Blank Shot, Precise Shot.

Benefit: When making a ranged attack against a foe who has cover due to the position of your ally or allies, your ranged attacks ignore the Armor Class bonus granted to the target because of that cover. Cover from other sources is unaffected.

Special: A fighter can select Coordinated Shot as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

COURAGEOUS RALLY

You can rally demoralized foes with your bardic music.

Prerequisites: Bardic music (inspire courage) class feature.

Benefit: When you use bardic music to inspire courage, you can make a free rally check (see page 73) as part of the same action used to activate your bardic music. You add a morale bonus on this rally check equal to the morale bonus granted by your inspire courage class feature.

EXPANDED AURA OF COURAGE

Your aura of courage protects more allies than normal.

Prerequisite: Aura of courage class feature.

Benefit: Your aura of courage now affects allies within 60 feet of you.

Normal: Without this feat, your aura of courage only works on allies within 10 feet.

EXPERT SIEGE ENGINEER

You are particularly skilled at operating siege weapons, such as catapults and battering rams.

Prerequisite: Profession (siege engineer) 8 ranks.

Benefit: You gain a +2 competence bonus on attack rolls and damage rolls made when using a siege engine. (Chapter 4 has rules for operating siege engines.)

Special: A fighter can select Expert Siege Engineer as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

EXTRA FOLLOWERS [LEADER]

Your charismatic magnetism attracts even more followers to your banner.

Prerequisites: Cha 13, Leadership.

Benefit: You can lead twice as many followers as indicated for your Leadership score (see page 106 of the *Dungeon Master's Guide*). For example, a character with this feat and a Leadership score of 15 can lead forty 1st-level followers, four 2nd-level followers, and two 3rd-level followers.

GUERRILLA SCOUT

You know how to use your senses to greater effect.

Benefit: You gain a +1 bonus on initiative checks.

Listen and Spot ranks cost 1 skill point, even if these skills are cross-class for you. The maximum number of ranks you can purchase in a cross-class skill remains the same.

Normal: If Listen and Spot are cross-class skills for you, each rank you purchase in those skills without having this feat costs 2 skill points.

GUERRILLA WARRIOR

You know how to move stealthily, even when armored.

Benefit: When you are wearing light or medium armor, reduce the armor check penalty of the armor by 1 (minimum 0).

Hide and Move Silently ranks cost 1 skill point, even if these skills are cross-class for you. The maximum number of ranks you can purchase in a cross-class skill remains the same.

Normal: If *Hide and Move Silently* are cross-class skills for you, each rank you purchase in those skills without having this feat costs 2 skill points.

IMPROVED COHORT [LEADER]

You attract a more powerful cohort than you normally would.

Prerequisites: Cha 15, Leadership.

Benefit: The maximum level of the cohort you gain from the Leadership feat (see page 106 of the *Dungeon Master's Guide*) is one lower than your character level.

Normal: Without this feat, a cohort's maximum level is two levels below the associated PC's level.

INSPIRATIONAL LEADERSHIP [LEADER]

Your cohort and followers are exceptionally faithful to your cause.

Prerequisites: Cha 17, Leadership.

Benefit: As long as their morale is already no worse than normal (see Morale Conditions, page 73), the cohort and followers you gain from the Leadership feat always begin combat in a heartened condition.

(A heartened character gains a +1 morale bonus)



Archers with Ready Shot wait until the last moment to fire

on Will saves against fear effects, including morale checks.) If your cohort or followers are already shaken or worse at the start of a battle, the benefit of this feat does not apply.

You also gain a +5 bonus on rally checks made to rally the cohort and/or followers you have gained from the Leadership feat.

MOUNTED MOBILITY

You are skilled at dodging past opponents while mounted.

Prerequisite: Mounted Combat, Ride 4 ranks.

Benefit: If you are mounted, you and your mount get a +4 dodge bonus to Armor Class against attacks of opportunity provoked when your mount moves out of a threatened square.

A condition that makes you or your mount lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Special: A fighter can select Mounted Mobility as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

NATURAL LEADER

You have a natural commanding presence.

Prerequisites: Cha 13.

Benefit: You gain a +4 bonus on rally checks (see page 73).

PLUNGING SHOT

You can use the force of gravity to make your ranged attacks deal extra damage if your target is below you.

Prerequisites: Dex 13, Point Blank Shot.

Benefit: If your target is at least 30 feet lower than you, you deal an extra 1d6 points of damage with a thrown weapon or a projectile weapon.

PRACTICED COHORT [LEADER]

Your cohort works well as part of your team.

Prerequisite: Cha 15, Leadership.

Benefit: Your cohort gained from the Leadership feat gains any teamwork benefit (see Teamwork Benefits, page 115) for which you qualify, even if he or she doesn't meet the team member prerequisite for the benefit.

In addition, your cohort doesn't count against the normal limit of eight members on a team, and his or her presence on the team doesn't affect any other character's ability to qualify for the teamwork benefit.

Normal: If you do not have this feat, every member of a team must meet the team member prerequisite in order for anyone on the team to enjoy the teamwork benefit. Also, the maximum number of members in a team is eight.

READY SHOT

You can make devastating attacks with ranged weapons against charging opponents.

Prerequisite: Point Blank Shot.

Benefit: You can ready an action to fire a ranged weapon at a foe who charges you. You must wait until the target is within 15 feet before you attack. If you score a hit with this readied attack, your attack deals an extra 3d6 points of damage. Creatures immune to extra damage from critical hits are immune to this effect.

SHIELD WALL

You are skilled in using shields when in formation with other shield-bearers.

Prerequisite: Shield Proficiency.

Benefit: When you and an adjacent ally are each using a shield, your shield bonus to Armor Class increases by 2.

Special: A fighter can select Shield Wall as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

VETERAN KNOWLEDGE

You are capable of seeing potential battlefield advantages where others cannot.

Prerequisite: Base attack bonus +2, Knowledge (history) 1 rank.

Benefit: You gain a +5 bonus on Knowledge checks made to gain a strategic advantage (see Strategic Advantages, page 70).

Special: A fighter can select Veteran Knowledge as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

Prestige Classes

The following prestige classes were designed with the battlefield in mind, but they are widely applicable to D&D adventures in other genres.

COMBAT MEDIC

"My mission is pretty straightforward: Make sure they all come back alive."

—Cradle, a combat medic

On the front lines of battle, injury is inevitable. Where the carnage is at its worst, the combat medic can be found, keeping her allies alive and tending to the fallen. For a combat medic, the goal is not to kill the enemy but to make sure the enemy does not kill her troops. Her ability to keep forces fighting makes her invaluable to an army. She is entrusted with the care of the best forces available, sometimes even assigned to elite strike teams.

BECOMING A COMBAT MEDIC

Clerics of the gods of healing and war are the quickest to adopt the abilities of the combat medic, since clerics have Heal as a class skill. The spontaneous healing ability she gains from the cleric class allows her more opportunities to use her new combat medic class features. Bards are also very good candidates for the combat medic class, because they spontaneously cast spells as well. The bard's support abilities mesh nicely with the abilities of the prestige class, but a bard needs to multiclass into a class that offers Heal as a class skill if he wants to be a combat medic as a mid-level character. Healers (see the *Miniatures Handbook*) make fine combat medics as well. Rangers and paladins can pursue the path of the combat medic, though they must sacrifice some of their martial prowess to do so.

Wisdom is the key ability for most combat medics, since it impacts their Heal skill modifier and (typically) their spellcasting ability. Combat medics typically have a good Dexterity score as well, since Armor Class is important for all who find themselves near a battle.

ENTRY REQUIREMENTS

Alignment: Any nonevil.

Skills: Concentration 4 ranks, Heal 8 ranks.

Feats: Combat Casting, Dodge.

Spells: Ability to cast *cure light wounds*.

CLASS FEATURES

As she advances in level, a combat medic gains abilities that enhance her healing skills. She also continues to gain spellcasting power.

Spellcasting: As you attain more levels, you continue your training in your chosen spellcasting field. You get new spells per day, spells known, and an increase in caster level as if you had also gained a level in any one spellcasting class that includes *cure light wounds* on its spell list, provided you belonged to that class previously. You do not,

however, gain any other class feature a character of that class would have gained. This essentially means that you add the level of combat medic to the level of whatever eligible spellcasting class you have, and then determine spells per day and caster levels accordingly.

If you had more than one eligible spellcasting class before becoming a combat medic, you must decide to which class you add each level of combat medic for the purposes of determining spells per day, spells known, and caster level.

Healing Kicker (Su): You hate to see your careful work ruined by an attack made right afterward. Thus, you can choose to add a short-term protective effect to your healing spells, allowing a healed target to more easily survive the rigors of combat.

Whenever you cast a conjuration (healing) spell on an ally, you can choose to imbue the spell with a secondary effect as described below. You can use this ability once per round, up to a total number of times per day equal to your class level + your Wisdom modifier (minimum once per day). In each case, the secondary effect lasts for 1 round unless otherwise noted. Only one secondary effect can be imbued into any single spell. You can't apply this secondary benefit to yourself.

At 1st level, you can imbue a healing spell with a *sanctuary* effect (as the spell). The Will save DC to overcome this effect is equal to 15 + class level + Wisdom modifier.

At 3rd level, you can grant the target of your healing spell a competence bonus on Reflex saves equal to your class level.

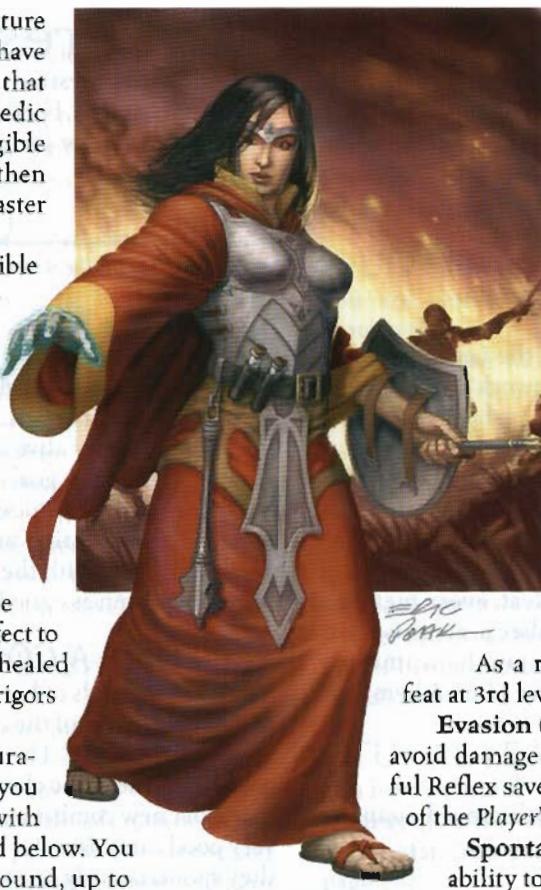
At 5th level, you can imbue a healing spell with a maximized *aid* effect (as the spell, but the quantity of temporary hit points granted is equal to 8 + your class level). This effect lasts for 1 minute or until the temporary hit points are depleted, whichever comes first.

HIT DIE: D6

TABLE 5-2: THE COMBAT MEDIC

Base					
Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Healing kicker (sanctuary)
2nd	+1	+0	+3	+0	Defensive casting, field healer
3rd	+1	+1	+3	+1	Healing kicker (Reflex saves), Mobility
4th	+2	+1	+4	+1	Evasion
5th	+2	+1	+4	+1	Healing kicker (aid), spontaneous heal

Class Skills (2 + Int modifier per level): Concentration, Craft, Diplomacy, Heal, Knowledge (history), Knowledge (religion), Profession, Ride, Spellcraft, and Spot.



Cradle Stalkingsdotter,
a combat medic

Defensive Casting (Ex): Starting at 2nd level, you are capable of spellcasting even under the most dangerous circumstances. You gain a competence bonus equal to your class level on Concentration checks made to cast spells defensively.

Field Healer (Ex): At 2nd level, you become adept at administering first aid quickly and while under duress. You can make a Heal check to provide first aid as a move action (rather than a standard action) and can take 10 on such checks even when stress or distraction would normally prevent you from doing so.

Mobility: You frequently find it necessary to dive into a pitched melee in order to heal a comrade.

As a result, you gain Mobility as a bonus feat at 3rd level.

Evasion (Ex): Beginning at 4th level, you can avoid damage from certain attacks with a successful Reflex save. See the monk class feature, page 41 of the Player's Handbook.

Spontaneous Heal: At 5th level, you gain the ability to "lose" any prepared spell or spell slot of 6th level or higher in order to cast *heal*, even if that spell is not normally on your spell list.

If you do not have the ability to cast 6th-level spells, you can't use this class feature. This ability otherwise functions identically to the cleric's spontaneous casting class feature (see page 32 of the Player's Handbook).

PLAYING A COMBAT MEDIC

Nobody stays down, nobody gets left behind. The lives of your comrades are in your hands, and each life is as important as your own. The longer your allies stay alive, the more war they can wage. You employ your skills and magic to help your comrades overcome their foes in battle, but should one of your own be grievously wounded or fall, you shift your attention from the enemies at hand to the true enemy—death.

Most combat medics begin their careers by volunteering to serve in an army to support the troops. As an officer in

Spellcasting

- +1 level of existing eligible spellcasting class

the military, you are allocated to a particular regiment and you report to the commander of that force. All too often, your army will have only a few true combat medics and accordingly will group them with key personnel or units while they assign lower-level clerics to assist the rank and file. As you succeed in bringing back your comrades after a battle, your responsibilities will grow, and you'll be assigned to more important (and dangerous) missions.

Alternatively, you might have learned the way of the combat medic from a retired veteran, and you apply the same principles to your comrades in arms while you adventure in a more traditional way. Nevertheless, when war is imminent, your mentor might call on you, enlisting your aid in the cause.

Combat

As a combat medic, try to stay close to your allies. Use your spells defensively, to reduce the number of blows taken by your comrades. If you are primarily a cleric or paladin who wears heavy armor, position yourself near the front ranks. If you are a lightly armored ranger or druid, stay behind the front ranks, attacking those foes who break through. If you are a bard, provide support from a more central position, where the largest number of your company is in range of your songs and spells. Constantly scan the battlefield, keeping track of the health of your group. When you are entrusted to watch over a large group in a pitched battle, move among them, trusting to your defensive abilities while you tend to those that are injured or have fallen.

As a combat medic, you are still an effective combatant, especially when using your spells and abilities to enhance your combat capability. After all, if you reduce the number of attacking enemies, then that means fewer potential sources of damage. If your attack bonus isn't that high, fight defensively or help out your allies by using the aid another action while in a flanking position.

Advancement

An army intent on getting the most out of its soldiers will assign acolytes of war or healing gods to each of its combat units. Just as heroism and victory are rewarded for soldiers, so too are the most skilled of these healers rewarded for their success. When you start on the path of the combat medic, you have already shown your ability to keep your fellows breathing. You undergo training by experienced officers and by war-trained clergy, and that training enhances your ability to respond to injury.

Initially, your experience as a combat medic is much like that of any other healer in battle. However, the groups you march with henceforth will tend to be more experienced and usually have more tactical responsibility. Instead of walking through the aftermath of battles looking for survivors, you will find yourself in the center of the melee, providing support where the fighting is thickest. You spend some of your time healing those who can continue the fight, and some of it wrapping bandages about the fallen. Eventually you will be assigned to smaller,

more mobile strike teams or ordered to protect officers or high-ranking advisors. During times of peace, you yearn for action and fill your time seeking adventure with like-minded companions. Nevertheless, you periodically check in with your commander to see if any other opportunities require your specific skills.

Resources

Throughout your career, you save many lives. Some of these people might be scions of nobility, members of important merchant guilds, or simply good people who value their lives. They will never forget who saved them and will gladly help with favors in the future. (Consider their starting attitude friendly; see page 72 of the *Player's Handbook*.)

Your military connections can also provide information or leads on quests and the like. During missions sponsored by the military, you will usually be provided with wands or scrolls of healing magic to aid you in achieving your objectives. A well-funded army or church might even grant the use of a staff of healing or an equivalent item if your team or mission is of supreme importance.

COMBAT MEDICS IN THE WORLD

"I should be dead. At least twice. And that was just last week. I owe all my lives to those combat medics!"

—Lieutenant Wellast Huldane,
of the Nyrondal Cavalry 1st Regiment

A well-equipped army should have at least a few combat medics, and PCs who fight in a few skirmishes or battles might benefit from readily available healing. If the PCs take on missions as mercenaries, the leaders might provide a combat medic to assist them if the mission is vital. Combat medics are a good source of information about a battle or a war, since they circulate through an army and tend to gather up news from soldiers they treat.

Organization

Combat medics are part of a military organization. Though many of them are officers, few actually command troops in battle. While an army might have many combat medics, each typically works alone, with one combat medic supporting a group of up to fifty soldiers. High-level combat medics find themselves assigned to key forces, such as cavalry or strike teams. During peacetime, combat medics like to travel with adventuring companies, to keep their healing skills honed. Nevertheless, they are quick to answer the call if the military once again requires their services.

As members of a military hierarchy, combat medics defer to the chain of command. Within an army, the highest-ranking cleric is the Commander Hospitaler. In addition to serving as the spokesperson for all combat medics, the Commander Hospitaler assigns duties to the combat medics and other clerics who might report to him or her. Formally referred to as the Officers Hospitaler, this organization is charged with tending the wounded during and after a battle. Orders of the Commander Hospitaler carry the same weight as orders from any superior officer,

but in matters related to healing they can override the orders of anyone but the general of the army.

When an army is on the road, combat medics move among the rank and file, using their skills to help make travel easier for the weary soldiers. When battle is joined, they stand with their assigned troop and try to keep as many alive as possible. In the aftermath of a battle, they search through the battlefield for survivors and set up field hospitals to care for the wounded. The healing magic at their disposal can get most soldiers who survive the initial combat back on their feet by the next dawn.

Combat medics labor to stave off death, so their most abhorred enemy is the undead. A skeleton or zombie represents a life that could not be saved, and a perversion and desecration of what that life once was. Other more powerful undead such as shadows or wraiths are worse; they not only bring death but also spread undeath when they create spawn from their victims. Combat medics do not hesitate to take the fight to undead foes if their help is needed, using the positive energy they exude to destroy these perversions for once and for all.

NPC Reactions

Current soldiers or veterans who have served with combat medics usually have a starting attitude of friendly toward a member of the class, though some might be bitter about comrades who could not be saved. Officers, especially, see the value of a combat medic and will do what they can to recruit one into their force. If a combat medic is captured by human or humanoid forces, she is usually treated with respect, and not harmed, unless the captors are particularly cruel or vile; occasionally she might even be pressed into service by her captors.

NPCs with no particular affiliation to an army still treat a combat medic with the deference due a cleric of healing, having a starting attitude of indifferent.

Any creature or person with a tie to death or evil will be unfriendly to combat medics, if not outright hostile. This group includes sentient undead as well as clerics of those dark domains.

COMBAT MEDIC LORE

Characters with Knowledge (history) can research combat medics to learn more about them. When a character makes the skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: "Most larger armies have clerics moving with the regular troops. The best ones of those are called combat medics."

DC 15: "Combat medics are highly valued on the battlefield because they imbue their healing with extra protection, like casting more than one spell at a time! They call themselves Officers Hospitaler."

DC 20: Characters who achieve this level of success learn which armies of the region employ combat medics and know tales of prominent combat medic exploits.

A PC attempting to contact the Officers Hospitaler should make a DC 20 Gather Information check to discover

the nearest post where a combat medic might be stationed, or a DC 25 check to find where a retired veteran combat medic might live. A PC already in a military organization that includes Officers Hospitaler need not make any skill checks and instead can request contact through his or her chain of command. A DC 20 bardic knowledge check could be employed to recall tales of combat medics, perhaps even supplying the name of a prominent Officer Hospitaler, while a DC 20 Knowledge (local) check reveals whether any combat medics call the area home.

COMBAT MEDICS IN THE GAME

Combat medics can easily be added to an ongoing campaign. The Officers Hospitaler might have been recently employed by the PCs' superiors, or a similar group of healers could be a new offshoot of a healing god's priesthood organized to meet a wartime crisis. The combat medics could be serving in a different army recently allied with the PCs' own, or a grizzled veteran might come out of retirement to pass on combat medic lore to the PCs.

On its surface, the prestige class appeals to players who want to provide more healing options within the party. As a combat medic increases in level, her abilities help to make her healing powers more efficient, which means that fewer of her spells are used up by healing attempts, and thus more of her spells can be used for purposes other than healing.

Adaptation

The combat medic can fit into most standard fantasy worlds. If your world does not have massive armies that employ high-level clerics, the combat medic might instead be a tradition taught to a select few clerics of a healing god, and the trappings of the military need not be used.

Encounters

The PCs might first encounter a combat medic in the heat of battle. A combat medic might be surrounded by enemies, and the PCs must break through and rescue her while she tends to her fallen flock. They might cross paths with a combat medic on the field in the aftermath of a battle while she is searching for survivors. Or perhaps the characters learn about a retired combat medic and seek him out for information or assistance.

EL 9: Cradle Stalkingsdotter has been ambushed by a band of four ettin skeletons, and her surprised troops were quickly knocked unconscious. The PCs come onto the scene just as Cradle's last ally drops.

Cradle Stalkingsdotter: Female human cleric of Pelor 5/combat medic 2; CR 7; Medium humanoid; HD 5d8 plus 2d6; hp 33; Init +1; Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +4; Grp +3; Atk +4 melee (1d8-1, masterwork morningstar); Full Atk +4 melee (1d8-1, masterwork morningstar); SA spells, turn undead 5/day (+4, 2d6+7, 5th); SQ defensive casting +2, field healer, healing kicker 6/day (sanctuary); AL NG; SV Fort +4, Ref +5, Will +8; Str 8, Dex 13, Con 10, Int 12, Wis 18, Cha 14.

Skills and Feats: Concentration +8, Heal +12 Knowledge (history) +4, Knowledge (religion) +6, Spellcraft +9, Spot +8; **Block Arrow^{*}**, Combat Casting, Dodge, Spell Focus (conjunction).

* New feat described on page 96.

Defensive Casting (Ex): See prestige class feature description.

Field Healer (Ex): See prestige class feature description.

Healing Kicker (Su): See prestige class feature description.

Cleric Spells Prepared (caster level 7th): 0—*create water*, *detect magic*, *detect poison*, *guidance* (DC 14), *mending* (DC 14), *resistance* (DC 14); 1st—*bless*, *comprehend languages*, *deathwatch*, *protection from evil^D* (DC 15), *remove fear* (DC 15), *shield of faith* (DC 15); 2nd—*aid^D*, *bear's endurance* (DC 16), *hold person* (DC 16), *lesser restoration* (DC 17), *spiritual weapon*; 3rd—*dispel magic*, *magic circle against evil^D* (DC 17), *remove disease* (DC 18), *searing light* (+5 ranged touch); 4th—*death ward*, *holy smite^D*, *restoration*.

D: Domain spell. Domains: Good (cast good spells at +1 caster level), Healing (cast healing spells at +1 caster level).

Possessions: +1 breastplate, *periapt of Wisdom* +2, wand of *cure light wounds* (42 charges), 2 potions of *cure moderate wounds*, heavy wooden shield, masterwork morningstar, healer's kit.

Ettin Skeletons (4): hp 65 each; see *Monster Manual* page 227.

EL 15: Welantan is a retired combat medic who served for many years but now looks for a potential protege to pass on his knowledge to. The PCs might seek him out to learn the traditions of the combat medic, or perhaps they need his advice or assistance in defeating a vampire lord or other powerful undead. Though Welantan is more fragile than in the days of his youth, his years have brought him great wisdom, and he is still a formidable foe once he employs his magic.

Hospitaler Welantan: Human cleric of Pelor 7/paladin 3/combat medic 5 (retired); CR 15; Medium humanoid; HD 7d8 plus 3d10 plus 5d6; hp 57; Init +1; Spd 20 ft.; AC 24, touch 12, flat-footed 23; Base Atk +10; Grp +12; Atk +14 melee (1d8+3/19–20, +2d6 to evil creatures, +1 *holy longsword*); Full Atk +14/+9 melee (1d8+3/19–20, +2d6 to evil creatures, +1 *holy longsword*); SA smite evil 1/day, spells, turn undead 6/day (+5, 2d6+10, 7th); SQ aura of good, detect evil, defensive casting, divine grace, divine health, evasion, field healer, healing kicker 11/day (*sanctuary*, *Reflex saves*, *aid*), lay on hands 9 points/day, spontaneous heal; AL LG; SV Fort +11, Ref +11, Will +16; Str 14, Dex 13, Con 8, Int 12, Wis 22, Cha 17.

Skills and Feats: Concentration +3, Diplomacy +5, Heal +14, Knowledge (religion) +6, Ride +6, Spellcraft +6, Spot +13; **Combat Casting**, Dodge, Greater Spell Penetration, Mobility^B, Mounted Combat, Ride-By Attack, Spell Penetration, Spirited Charge, **Weapon Focus (longsword)^B**.

Defensive Casting (Ex): See prestige class feature description.

Detect Evil (Sp): As the spell, at will.

Divine Health (Ex): Immunity to disease.

Evasion (Ex): No damage on successful *Reflex* save.

Field Healer (Ex): See prestige class feature description.

Healing Kicker (Su): See prestige class feature description.

Spontaneous Heal: See prestige class feature description.

Cleric Spells Prepared (caster level 12th): 0—*detect magic*, *detect poison*, *mending* (DC 16), *purify food and drink* (DC 16), *read magic*, *resistance* (DC 16); 1st—*bless*, *comprehend languages*, *deathwatch*, *detect undead*, *divine favor*, *magic weapon^D* (DC 17), *remove fear* (DC 17), *shield of faith* (DC 17); 2nd—*bear's endurance* (DC 18), *hold person* (DC 18), *lesser restoration* (DC 18), *resist energy* (DC 18), *sound burst* (DC 18), *spiritual weapon^D*, *status* (DC 18); 3rd—*dispel magic*, *invisibility purge*, *magic vestment^D* (DC 19), *prayer*, *remove curse* (DC 19), *searing light* (+11 ranged touch); 4th—*death ward* (2) (DC 20), *divine power^D*, *neutralize poison* (DC 20), *restoration* (DC 20); 5th—*break enchantment* (DC 21), *dispel evil* (DC 21, +12 melee touch), *disrupting weapon* (DC 21), *flame strike^D* (DC 21), *true seeing* (DC 21); 6th—*find the path* (DC 22), *heal^D* (DC 22), *undeath to death* (DC 22), *wind walk* (DC 22).

D: Domain spell. Domains: War (Weapon Focus as a bonus feat), Healing (cast healing spells at +1 caster level).

Possessions: +1 full plate, +1 heavy steel shield, +1 *holy longsword*, *ring of protection* +1, *belt of giant strength* +4, *cloak of Charisma* +2, *gauntlets of Dexterity* +2, *headband of intellect* +2, *periapt of Wisdom* +4.

DREAD COMMANDO

"Get in, do the job, get out. If they're lucky, they won't know I'm there. If not, they'll wish I wasn't."

—Gregor Antus, of the 1st Scouting Regiment

Dread commandos are the elite scouts and strike force of a well-trained mercenary band. They combine stealth with protection, quickly moving through the battlefield even while heavily armored, and they are deadly when they catch an opponent unawares. Dread commandos are called upon when a mission requires an excursion deep into enemy territory and conflict is inevitable.

BECOMING A DREAD COMMANDO

Most dread commandos begin their adventuring careers as rangers or rogues, since those classes have the requisite class skills. Barbarians and fighters make good dread commandos, though they typically multiclass as rangers or rogues to gain the requisite stealth. Monks also function well in this class, so long as they are willing to give up improvement in many of their key class features. The scout and ninja classes (from *Complete Adventurer*) also find the path of the dread commando to their liking.

Dexterity is a key ability score, since the dread commando relies on agility for many of his class skills (as well as his Armor Class). A dread commando who finds himself frequently in melee combat wants high Strength and Constitution scores, while one who prefers skilled and subtle incursion favors a high Intelligence and/or Wisdom score.

ENTRY REQUIREMENTS**Base Attack Bonus:** +5.**Skills:** Hide 6 ranks, Move Silently 6 ranks.**Feats:** Dodge, Mobility.**TABLE 5-3: THE DREAD COMMANDO HIT DIE: d8**

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+1	+0	+2	+0	Sudden strike +1d6, team initiative bonus
2nd	+2	+0	+3	+0	Armored ease 2
3rd	+3	+1	+3	+1	Sudden strike +2d6
4th	+4	+1	+4	+1	Armored ease 4, stealthy movement
5th	+5	+1	+4	+1	Sudden strike +3d6

Class Skills (6 + Int modifier per level): Climb, Craft, Disable Device, Disguise, Escape Artist, Hide, Jump, Knowledge (geography), Listen, Move Silently, Open Lock, Profession, Search, Spot, Swim, Use Rope.

CLASS FEATURES

As he advances in level, a dread commando gains abilities that steadily increase his effectiveness against unsuspecting foes, while at the same time increasing his maneuverability while armored. He becomes an even more capable infiltrator or member of a shock troop as he advances in level.

Sudden Strike (Ex): If you can catch an opponent when she is unable to defend herself effectively from your attack, you can strike a vital spot for extra damage. Whenever your target is denied her Dexterity bonus to AC against your attack (whether the target actually has a Dexterity bonus to Armor Class or not), you deal an extra 1d6 points of damage with your attack. The extra damage increases to 2d6 at 3rd level and to 3d6 at 5th level.

Ranged attacks count as sudden strikes only if the target is within 30 feet; you can't strike with deadly accuracy from beyond this range.

You can only use sudden strike against living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to extra damage from critical hits is not vulnerable to sudden strike damage. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot make a sudden strike while striking a creature with concealment or striking the limbs of a creature whose vitals are out of reach.

You can't use sudden strike to deliver nonlethal damage. Weapons capable of dealing only nonlethal damage don't deal extra damage when used as part of a sudden strike.

SUDDEN STRIKE AND SNEAK ATTACK

For the purpose of qualifying for feats, prestige classes, and similar options that require a minimum number of sneak attack damage dice, treat the dread commando's sudden strike ability as the equivalent of sneak attack.

The extra damage from the sudden strike ability stacks with extra damage from a sneak attack whenever both would apply to the same target.

Team Initiative Bonus (Ex): You are skilled at keeping a team organized and ready for danger. All allies within 30 feet who can see you (including yourself) gain a competence bonus on initiative checks equal to your class level.

Armored Ease (Ex): You learn to adapt your movements to the restrictive nature of armor. Beginning at 2nd level, you reduce the armor check penalty of any armor with which you are proficient by 2 (to a minimum of 0). At 4th level, this reduction increases to 4 points (to a minimum of 0).

Stealthy Movement (Ex): You learn to remain quiet and hidden even while mobile. Beginning at 4th level, you take no penalty on Hide or Move Silently checks while moving at up to your normal speed, and you take only a -10 penalty on Hide and Move Silently checks when running or charging (instead of the usual -20).

PLAYING A DREAD COMMANDO

Your mission is clear. You have to reach your objective as quickly as possible, perform your task, and get out alive. You take on rescue missions, demolition missions, raids, scouting, or anything else that lets you do your work. Let the rank and file slog it out on the front lines while you scale the castle wall and set fire to the enemy's artillery. The best missions for you are those that put you behind enemy lines.

A few dread commandos work alone, but most operate in teams consisting of other commandos. Away from the hierarchy of an army, a dread commando might journey with a typical adventuring party, since the goals and methods of such groups fit the class's mindset. Dread commandos are a bit more independent-minded than a typical soldier, but you still report to, and receive your missions from, a ranking officer. Such missions typically have a simple goal, and how you accomplish it is left for you to determine.

Combat

You are most effective when you can attack first or from hiding. As soon as you can afford it, invest in magic or masterwork breastplate or scale mail (mithral is best). You can then use your ranger or rogue abilities (such as combat style and evasion) while enjoying good protection, with your armored ease ability reducing or negating any armor check penalty. You'll be more heavily armored than a typical ranger or rogue, so you can survive a bit longer when foes rush into melee. If you have both the ranger's woodland stride ability and the Spring Attack feat, use them together to leap out of undergrowth, attack, and then rush back into concealment without allowing a full round of retaliatory attacks by your opponent.

Advancement

When you begin the path of a dread commando, you have already spent time developing your hit-and-run skills. An army's commander monitors the progress of each of her

scouts and determines which ones would work best as a member of an elite group. Once you are chosen, you are sent on missions that test your skill and ensure you fit the mold. When you've taken 1st level in the dread commando class, you should feel ready for anything.

Your first missions will be straightforward. Typically, you are ordered to take out a fortification or artillery emplacement while a battle is underway. These missions are especially dangerous because the enemy is alert and on guard, but you can use the battle as a distraction, getting you closer to your goal.

As you advance in the dread commando prestige class, your assignments become more covert and require you to utilize the stealth and speed you've been developing. You might be assigned to rescue a prisoner, sent to destroy a heavily guarded depot, or tasked with obtaining maps or plans from the enemy's command tent. You will want high modifiers in Hide and Move Silently to ensure that you remain undetected until battle erupts. Open Lock, Disguise, and Search are valuable if your missions focus on infiltrating enemy encampments. Disable Device not only helps you bypass traps but allows you to sabotage siege engines.

Gloves of Dexterity and items that provide a bonus to Hide or Move Silently, such as boots or a cloak of elvenkind, are ideal for a dread commando. Your constant movement about the battlefield increases the value of weapons that deal extra damage, such as bane weapons and holy weapons, so you can maximize your effectiveness with a single attack when you don't have time to take a full attack action (Power Attack also helps in this regard). Your familiarity with armors makes mithral armor particularly valuable: a high-level dread commando with mithral full plate would have no armor check penalty and could use up to a +3 Dexterity bonus to AC.

Resources

When you are given an assignment, your superiors supply you with as much intelligence as they can regarding your objectives. You can expect to know guard schedules, typical foes, distances to targets, and so on.

When the mission is important enough, your commander will furnish you with gear appropriate to its completion. For example, when you are sent on a demolition mission, you will typically have blast disks (see page 131) allocated to your team. In the same manner, potions of invisibility might

be provided for scout missions. The very best is expected of you, and so the very best is supplied to you.

You might also receive gold or items as a reward for a mission accomplished. In addition, your organization could fund freelance activities, such as adventuring, if they help increase your breadth of experience.

DREAD COMMANDOS IN THE WORLD

"Just before dawn that ballista battery went up in a ball of fire. Those explosions removed the danger of artillery fire on the approach to the gatehouse and cleared the way for our troops, giving us our only chance of victory."

—General Haus Ballard,
commander of the Army of the Alliance

Strike teams and covert forces are likely places to find dread commandos. PCs working as mercenaries for a military force might be assigned a dread commando to help guide them behind enemy lines or to toughen up their unit for work as a heavy strike force.

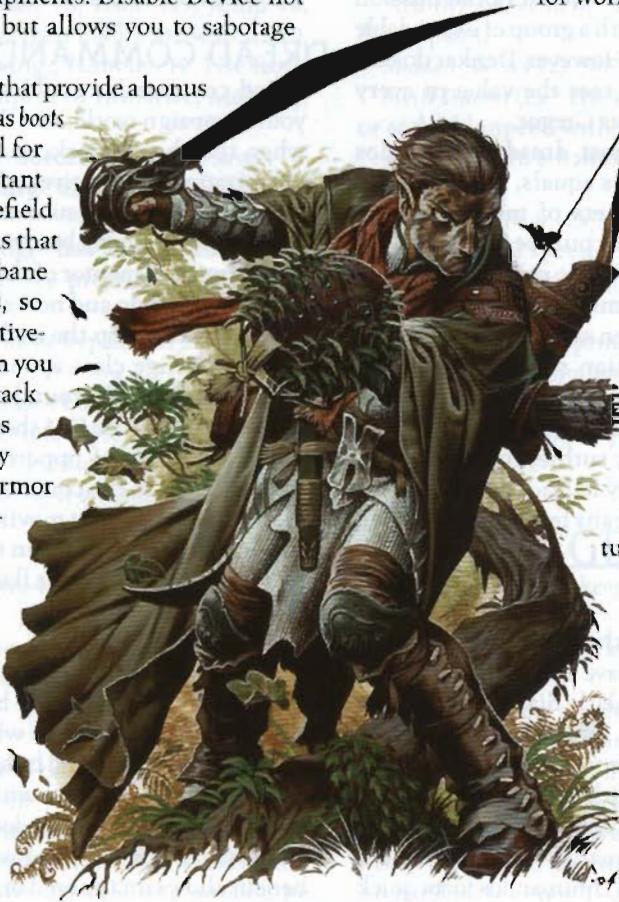
Organization

Dread commandos work alongside, but slightly outside of, the standard military structure, reporting to a chief lieutenant of the army's commander. While they might work with other troops and units of the army, they do not adhere to the typical chain of command. Each group of commandos adopts an evocative name, such as the Rugged Rangers, the Wolfpack, Varduun's Company, or Grunnag's Gang. In many cases these outfits are not actually commissioned military units. Instead, they are hired by an army as a mercenary band would be, with the commandos' leader taking an advisory role to the general or commander of the army.

The leader of the commando forces in an army is a soldier who has survived many commando missions, earning the respect of his colleagues and his superiors. He outlines missions for the dread commandos who serve under him and arranges

for resources to help in mission completion. He is also responsible for selecting strike teams for each mission, employing mercenaries as appropriate.

The Rugged Rangers are a prototypical organization of dread commandos and their compatriots. The Rangers are led by Denkar, the best of the best. Denkar keeps five



Denkar, a dread commando

strike teams ready for action; each team consists of at least one dread commando along with others appropriate to the mission at hand. Denkar enlists the aid of the scouting corps (itself led by a former Rugged Ranger) for overland missions, but the Rangers have rogues and other specialists available for urban undertakings. At any time, up to three teams might be in the field simultaneously, completing missions both covert and overt.

Gregor Antus is a rogue who received training as a dread commando. His specialty is eliminating enemy siege engines. He claims to have pulled the wheels off a siege tower when it was being moved into position, and he enjoys taunting enemy engineers after he has disabled their catapults. Most of the other Rugged Rangers enjoy hearing of his exploits but fear that eventually he's going to make a mistake that could be costly for the team—and on the battlefield, the currency is blood.

In other less reputable organizations, Gregor might eventually be sent on a mission from which he would be unlikely to return, a probability that would be increased if key pieces of information were left out of the mission briefing. He would be sent out with a group of expendable mercenaries and then forgotten. However, Denkar doesn't run his operation that way. He sees the value in every commando, even those as brash as Gregor.

Regardless of experience, most dread commandos within a group see each other as equals, elite brothers and sisters a step above members of more common classes. Separate outfits, however, could see each other as rivals. These groups sometimes try to outdo each other, taking on ever more dangerous missions to show up the other team and in some cases even sabotaging their competitors in various ways. In addition, subcommanders in the larger military force might disprove of the relative independence that dread commandos enjoy and so try to undermine them. Particularly ruthless officers might not be above taking actions likely to lead to the injury or death of commandos when it means fewer losses among their own troops.

NPC Reactions

Officers and other soldiers in the military tend to be wary of dread commandos and have a starting attitude of indifferent toward them (particularly distrustful officers should be considered unfriendly). By contrast, locals at the tavern love to hear about the exploits of dread commandos because such tales are filled with harrowing escapes, spectacular battles, and odds-defying victories.

The enemies of the dread commandos are those on the other side of the battlefield. Dread commandos form quick and mobile strike teams, and any opponent who learns that these tactics are being implemented will surely organize a shock troop of their own to counter the commandos, who become hunters and hunted all at once.

DREAD COMMANDO LORE

Characters with Knowledge (history) can research the dread commandos to learn more about them. When a character

makes a skill check, read or paraphrase the following, including information from lower DCs.

DC 10: "Some armies have commando teams that can cover great distances even when heavily armed and armored."

DC 15: "I heard a tale of a dread commando that snuck past a picket line, knocked out the guards at the enemy's command tent, stole the troop movement maps, and fled into the night. While wearing full plate. And when they tried to hit him with catapult shots as he fled, the weapons all misfired."

DC 20: Characters who get a result this high will learn the names of prominent commando teams and the armies they might work for.

DC 30: A character with this level of success learns the names of the leaders of commando troops who serve in the region.

A PC with ties to the military can make use of her contacts within an organization to gain a +5 bonus on Knowledge checks related to dread commandos. Bards can also uncover the DC 20 and DC 30 information through the use of bardic knowledge.

DREAD COMMANDOS IN THE GAME

Dread commandos could be an existing institution in your campaign world, one that the PCs are introduced to when they begin working more closely with a military organization. Alternatively, dread commandos could travel in exclusive troops, such as the Rugged Rangers, who might coincidentally be arriving in the region to ally with local armies. A mentor of the PCs might have once been a dread commando and now shares his secrets in the hopes that a PC carries on the tradition.

This prestige class appeals to players who like their characters to sneak around a bit but also like to engage in pitched battles. The DM should allow a dread commando character plenty of opportunities to utilize his stealth abilities prior to the commencement of hostilities. If not all the PCs are good at moving quietly, the party might be able to come up with a plan that allows the sneaky PCs to move around to a rear or flank position while the others draw out the enemy.

Adaptation

The dread commando is a heavily armored quick-strike specialist. For characters who are not strong enough to avoid being encumbered by heavy armor, you could replace the class's armor abilities with a concealment progression, in which dread commandos benefit from a cumulative 5% miss chance per level when in natural terrain. This benefit allows unarmored or lightly armored commandos an opportunity to join a quick-strike team and provides them a defensive benefit to make up for their lack of the heavier armor.

Encounters

A group of PCs could work for an organization like the Rugged Rangers, or one of the PCs could be an aspiring dread commando looking to sign on with such a team. The

PCs might be partnered with a dread commando on a raid or encounter a team of commandos on the battlefield.

EL 10: The PCs are enlisted by Denkar of the Rugged Rangers to assist Gregor Antus in a caravan raid. The mission is simple: intercept and destroy the caravan. The caravan is apparently guarded by 4 ogre brutes, but 2 ogre mages are also following, invisible.

Gregor Antus: Human rogue 7/dread commando 2; CR 9; Medium humanoid; HD 7d6+14 plus 2d8+4; hp 54; Init +7; Spd 30 ft.; AC 20, touch 13, flat-footed 17; Base Atk +7; Grp +8; Atk +9 melee (1d6+2/18-20, +1 rapier) or +11 ranged (1d6+1/x3, +1 shortbow); Full Atk +9/+4 melee (1d6+2/18-20, +1 rapier) or +11/+6 ranged (1d6+1/x3, +1 shortbow); SA sneak attack +4d6, sudden strike +1d6; SQ armored ease 2, evasion, team initiative bonus +2, trap sense +2, trapfinding, uncanny dodge; AL CG; SV Fort +4, Ref +11, Will +1; Str 13, Dex 17, Con 14, Int 10, Wis 8, Cha 12.

Skills and Feats: Balance +8, Climb +6, Disable Device +12, Disguise +6, Escape Artist +8, Hide +17, Jump +8, Listen +4, Move Silently +17, Open Lock +14, Search +12, Spot +4, Survival -1 (+1 tracking), Tumble +12, Use Rope +8 (+10 bindings); Dodge, Improved Initiative, Mobility, Spring Attack, Stealthy.

Evasion (Ex): No damage on successful Reflex save.

Sneak Attack (Ex): Extra damage to flanked or flat-footed target. PH 50.

Sudden Strike (Ex): See prestige class feature description.

Team Initiative Bonus (Ex): See prestige class feature description.

Trapfinding (Ex): Find, disarm, or bypass DC 20 or higher traps and magic traps. PH 50.

Uncanny Dodge (Ex): Retain Dex bonus to AC when flat-footed or targeted by an unseen foe. PH 26.

Possessions: +1 chain shirt, +1 buckler, +1 rapier, +1 shortbow, 3 blast disks, potion of cure light wounds, potion of cure moderate wounds.

Ogre Brutes (4): hp 50, 44, 46, 49; see page 146.

Ogre Magi (2): hp 42, 40; see *Monster Manual* page 200. One ogre mage has an amulet of health +2; the other wears a ring of protection +2.

EL 13: Denkar is the leader of the Rugged Rangers. The first time the PCs meet him, he will either be evaluating them or giving them their first assignment. In extreme cases, when the threat of utter defeat is imminent, Denkar might ask the PCs to help him directly in a mission he plans to undertake himself. In such a rare case, Denkar will use all the resources of the Rugged Rangers to bolster his chances of success.

Denkar: Half-elf ranger 8/dread commando 5; CR 13; Medium humanoid (elf); HD 13d8+13; hp 75; Init +4; Spd 30 ft.; AC 26, touch 16, flat-footed 22; Base Atk +13; Grp +16; Atk +16 melee (1d8+3/19-20, +1 longsword) or +19 ranged

(1d8+4/x 3, +2 composite longbow); Full Atk +16/+11/+6 melee (1d8+3/19-20, +1 longsword) or +19/+14/+9 ranged (1d8+4/x3, +2 composite longbow) or +17/+17/+12/+7 ranged with Rapid Shot (1d8+4/x3, +2 composite longbow); SA favored enemy giants +4, favored enemy orcs +2, spells, sudden strike +3d6; SQ armored ease 4, half-elf traits, low-light vision, stealthy movement, swift tracker, wild empathy +8 (+4 magical beasts), woodland stride; AL NG; SV Fort +9, Ref +15, Will +5; Str 14, Dex 18, Con 12, Int 10, Wis 13, Cha 10.

Skills and Feats: Climb +7, Diplomacy +2, Gather Information +2, Heal +9, Hide +20, Jump +7, Knowledge (geography) +6, Listen +13, Move Silently +20, Search +5, Spot +13, Survival +12, Use Rope +9; Dodge, Endurance^B, Manyshot^B, Mobility, Point Blank Shot, Precise Shot, Rapid Shot^B, Spring Attack, Track^B.

Favored Enemy (Ex): Bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks, and on weapon damage rolls.

Half-Elf Traits (Ex): Immunity to magic sleep effects. For all effects related to race, a half-elf is considered an elf.

Stealthy Movement (Ex): See prestige class feature description.

Sudden Strike (Ex): See prestige class feature description.

Swift Tracker (Ex): Track at normal speed without penalty, or at double speed with -10 penalty.

Team Initiative Bonus (Ex): See prestige class feature description.

Woodland Stride (Ex): Move through natural overgrown areas at normal speed without damage. PH 36.

Ranger Spells Prepared (caster level 4th): 1st—delay poison (DC 11), longstrider.

Possessions: +2 composite longbow (+2 Str bonus), +1 longsword, +2 mithral chainmail, +1 buckler, gloves of Dexterity +2, amulet of natural armor +1, cloak of protection +1, ring of protection +2, 2 potions of cure moderate wounds, 2 potions of cure light wounds.

LEGENDARY LEADER

"Hold your lance up, keep your shield steady, and follow me to victory!"

—Henrik Yensen, of Henrik's Horseriders

Legendary leaders are the stuff of bards' tales come to life. Their heroic exploits bring followers to their side, and they create groups that embody their ideals. Members of this class represent not only the knight in shining armor atop the battlefield hill but also the cunning prince of thieves leading his own guild and the swashbuckling privateer captain with his hand-picked crew. Legendary leaders recruit like-minded individuals to their cause and become familiar with the politics and intrigue of running a small organization.

BECOMING A LEGENDARY LEADER

Any character with an above-average Charisma score can enter the legendary leader prestige class at 7th level if he has taken the Leadership feat at 6th level. A high Charisma increases a character's Leadership score, allowing him to

recruit even more followers; hence, bard is an effective entry path for becoming a legendary leader. Paladins and fighters also make good legendary leaders, gaining a significant number of benefits for the sacrifice of a bit of base attack bonus. Rogues are effective as well when focused on interaction skills such as Bluff, Diplomacy, and Sense Motive, but their ability to get past locks and traps will suffer (spending skill points cross-class mitigates the problem). A member of the marshal class (from the *Minisatures Handbook*) also makes a fine legendary leader. Few spellcasters enter the class; the sacrifice of spell progression is seen as too high a cost for most, even though sorcerers make excellent leaders.

Charisma (for interpersonal skills and Leadership score) is a key ability for the class, but the other high ability scores a legendary leader could have depends on the type of leader the character is best suited to be: the mighty warrior, the plotting master spy, the outgoing bard, and the wise mentor are all examples of legendary leaders.

ENTRY REQUIREMENTS

Feats: Iron Will, Leadership.

Special: Base Leadership score of 7 or higher.

TABLE 5-4: THE LEGENDARY LEADER HIT DIE: D8

Level	Base					Special
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+0	+2		Fearless, hero's luck +1, natural commander, legendary reputation
2nd	+1	+0	+0	+3		Greater command 1/day, quick rally
3rd	+2	+1	+1	+3		Bonus feat, hero's luck +2
4th	+3	+1	+1	+4		Greater command 2/day, heroic success
5th	+3	+1	+1	+4		Additional commander aura, hero's luck +3, to hell and back

Class Skills (4 + Int modifier per level): Bluff, Craft, Diplomacy, Gather Information, Handle Animal, Intimidate, Knowledge (history), Knowledge (nobility and royalty), Profession, Ride, Sense Motive.

CLASS FEATURES

As legendary leaders advance in level, they gain abilities that help them perform deeds worthy of the songs of bards. The confidence a legendary leader exudes is manifested in the loyalty of his allies. Many legendary leaders are more capable than other leaders and commanders in recruiting cohorts and followers.

Fearless (Ex): Because of their supreme confidence in their own abilities, legendary leaders are not subject to effects that would shake others' resolve. When you enter this class, you become immune to fear effects.

Hero's Luck (Ex): Upon becoming a legendary leader, you gain a +1 luck bonus on all saving throws. This bonus improves to +2 at 3rd level and to +3 at 5th level.

Natural Commander (Ex): As a legendary leader, your commander rating equals your class level (unless your rank would normally grant you a higher commander rating). See page 75 for information on commander ratings.

Legendary Reputation (Ex): As you advance in the prestige class, tales of your exploits begin to circulate. When people match your face with your reputation, they are more likely to be friendly toward you. You add your class level to any Diplomacy check you make to influence the attitude of any NPC who is not already unfriendly or hostile.

Greater Command (Sp): Beginning at 2nd level, you can focus your powers of persuasion to use greater command (as the spell) once per day (save DC 16 + Cha modifier). At 4th level and higher, you can use this ability twice per day.

Quick Rally (Ex): Starting at 2nd level, you can perform a rally check (see page 73) as a free action once per round.

Bonus Feat: At 3rd level, you gain a bonus feat from among the feats with the leader type (see page 96). You must meet the normal prerequisites for the feat.

Heroic Success (Ex): When you reach 4th level, your deeds become truly legendary, and you demonstrate your ability to beat the odds even when the situation looks bleak. Once per day, you can choose to automatically succeed on a single saving throw instead of rolling the dice.

Additional Commander Aura (Ex): At 5th level, you can select a secondary commander aura, which can be any commander aura for which you qualify (see page 75 for more information on commander auras). Your followers benefit from both commander aura effects, though any bonuses granted follow the normal rules for stacking. If you further increase your commander rating at another time and choose to gain a new commander aura, you can replace either of your existing commander auras.

To Hell and Back (Ex): Your followers will accompany you to the ends of the world, and beyond. When you reach 5th level, any followers or cohorts gained from your Leadership feat are immune to fear effects (including morale checks) when they have line of sight to you.

PLAYING A LEGENDARY LEADER

As a legendary leader, you have many followers who look up to you and follow your example. As a result, you must always attempt to maintain that ideal. When you take action, you proceed swiftly and decisively. Even when you aren't sure of yourself, it's important that others perceive that you know what you're doing. You strive to provide examples of acts and traits to which your disciples should aspire, acts that are legendary in their own right. Your cohorts and followers are your family, and you care for them as you would your brothers or sisters. You trust them with your life.

Legendary leaders do not so much belong to an organization as they begin an organization. You are defined by how you lead others. From the moment your first cohort is recruited, you create a band of like-minded followers

who adhere to your principles. You aren't restricted to any particular ethos, and the group you lead could be a mercenary warrior troop, a team on a religious crusade, or the core of a new thieves guild. Many of your followers will be of your previous profession, but nothing stops you from recruiting new members from other classes.

Combat

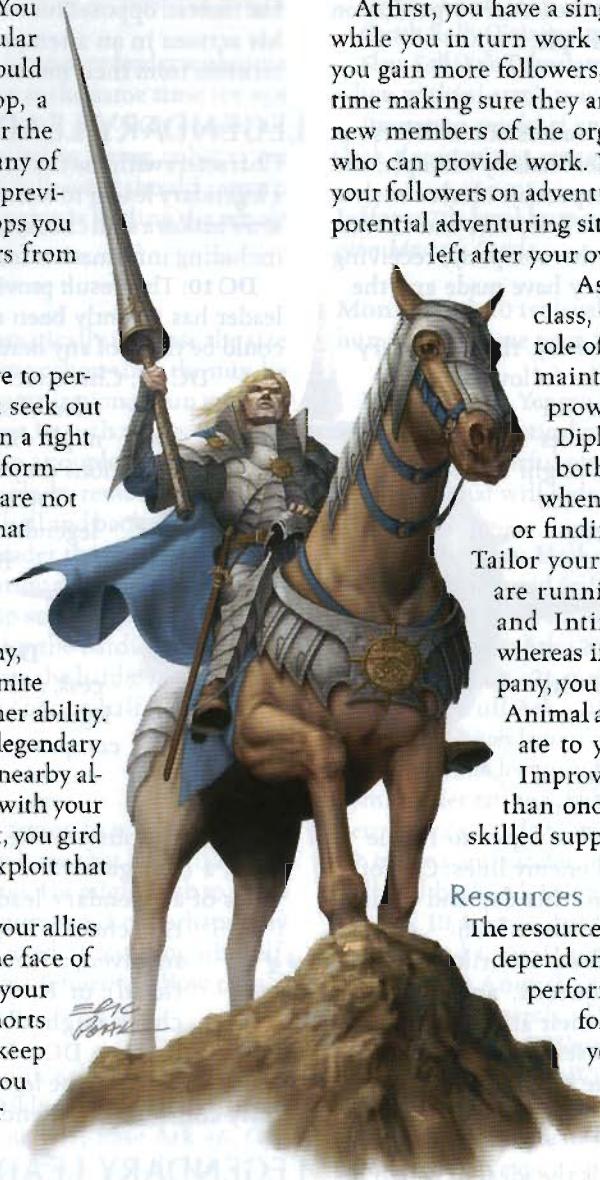
Legendary leaders always strive to perform heroic acts in battle. You seek out the most powerful opponent in a fight or the most difficult task to perform—within reason, of course. You are not bound to any code of honor that might require you to defeat a foe in single combat, so you use the abilities at your disposal to quickly eliminate the enemy, whether through spells, uses of smite evil, sneak attacks, or some other ability. The benefits you gain from the legendary leader prestige class can affect nearby allies, so you should fight closely with your cohorts. When the time is right, you gird yourself to perform a heroic exploit that turns the tide of battle.

As you advance, you can help your allies even more. You can stand in the face of fear and prevent the morale of your allies from flagging. Your cohorts become more valuable as they keep pace with your level, and you should take advantage of their new abilities—for example, setting up a rogue cohort with a flanking opportunity or stepping aside so your halfling outrider can make a spirited charge.

Eventually, you can take your company of followers into battle, safe in the knowledge that they will not be afraid as long as you are there to lead them. Your heroic exploits become legendary, and your cohorts gain some notoriety in their own right.

Advancement

Serving as a legendary leader simply requires the will and dedication to see the task through. You start by finding a like-minded individual who has heard tales of your exploits, and you convince her to join you for a while. As those tales circulate, slowly becoming legendary, more and more petitioners approach you with a desire to follow you. You establish your organization, adopting a name, and seek out new deeds that can add to your legendary status and draw more people to your cause.



Henrik Tensen, a legendary leader

At first, you have a single cohort who works with you, while you in turn work with a group of adventurers. As you gain more followers, you spend much of your spare time making sure they are all kept busy, setting tasks for new members of the organization, or finding sponsors who can provide work. You might even send groups of your followers on adventures of their own, either to scout potential adventuring sites or to follow up on loose ends left after your own adventures.

As you gain more levels in the class, you become more suited to the role of party spokesperson while still maintaining a high level of combat prowess. You'll want to focus on Diplomacy and Gather Information, both of which aid your endeavors when making contacts with NPCs or finding employment for your troop. Tailor your skills to suit your role. If you are running a thieves guild, then Bluff and Intimidate might be paramount, whereas if you are training a cavalry company, you might instead focus on Handle Animal and Ride. Choose feats appropriate to your style, but consider taking Improved Cohort (see page 98) more than once to gather a retinue of highly skilled supporters.

Resources

The resources you gain from your organization depend on the kinds of jobs your followers perform. You might have your thief followers steal key magic items, or you might receive a magic weapon in payment for having your cavalry assist an army. As you develop your extensive contact list, those contacts can feed you information about jobs, rumors, legends, or other news. The things you learn could very well kick off a new adventure and more opportunities for heroic exploits.

LEGENDARY LEADERS IN THE WORLD

"I was sure we were dead, but Henrik got us through. Come to think of it, he does that all the time!"

—Light Cavalry Sergeant Karsten,
of Henrik's Horsemen

In a war campaign, most legendary leaders the PCs meet will be leaders of mercenary companies, but such characters are not restricted to the ranks of the military. A legendary leader could be a monk establishing a new monastery, a charismatic priest working within a church's hierarchy, or a wizard founding a new arcane college. Legendary leaders might assist the PCs when their goals are

compatible, or the PCs might join the leader's organization for a time and learn from his example.

Organization

The organizations of legendary leaders are as diverse as the leaders themselves. The leader leads by example, and the others follow because they respect his ideal or wish to help him attain their shared goal. Followers and cohorts work to impress the leader of the company; receiving praise validates the decisions they have made and the path they follow.

The group's mission, defined by the legendary leader, is clearly stated for all the followers. The leader usually adopts a name for the group, often one that hints at its goals or purpose. A thieves guild might be called the Shadow Hands or the Silent Eye, while a mercenary company might choose an aggressive name such as the Blades of Doom or Beaters of the Shining Light. Sometimes the band refers to the leader in its name, such as Henrik's Horsemen or Gunther's Dragoons.

Henrik Yensen, the founder of Henrik's Horsemen, first gained fame by riding headlong into a squad of ogres to rescue three cavalrymen stuck behind enemy lines. One of those rescued stays with him to this day and leads the light cavalry of the Horsemen, which now numbers close to one hundred. Henrik has befriended many kings, queens, and lesser lords by signing on with their armies in times of need. One of his closest friends is General Ballard, leader of the Army of the Alliance (see page 59), a multiracial army that combats invasions of evil orc and giant foes.

Because the legendary leader is the ideal to which his followers aspire, he is seldom supplanted. However, he might eventually retire and turn the organization over to his top cohort. In very rare cases a leader fails to uphold his own standards and his followers disperse, founding their own groups modeled after the ideal.

NPC Reactions

A legendary leader with high Charisma and good social skills is ideally situated to influence NPCs. Such characters typically have a starting attitude of indifferent, usually because they have not yet connected the face to the name. Nobles and officers who have benefited from the leader's actions will be more aware of who he is and have a starting attitude of friendly; those he has worked against could be unfriendly or even hostile.

An NPC who shares a patron with a legendary leader might sometimes work covertly against him, motivated by greed or petty jealousy. In such cases, the NPC typically refrains from physically confronting the legendary leader

but instead opposes his suggestions or speaks out against his actions in an attempt to undermine the support he receives from their mutual benefactor.

LEGENDARY LEADER LORE

Characters with the Gather Information skill can research a legendary leader to learn more about him. When a character makes a skill check, read or paraphrase the following, including information from lower DCs.

DC 10: This result provides only hints that a legendary leader has recently been nearby; any described exploits could be those of any heroic adventurer.

DC 15: Characters with this level of success hear tales of specific legendary leaders and might discover the names of the organizations they run.

DC 20: The character learns that the legendary leader consistently performs heroic exploits and that the loyalty of the leader's followers is reinforced by these actions.

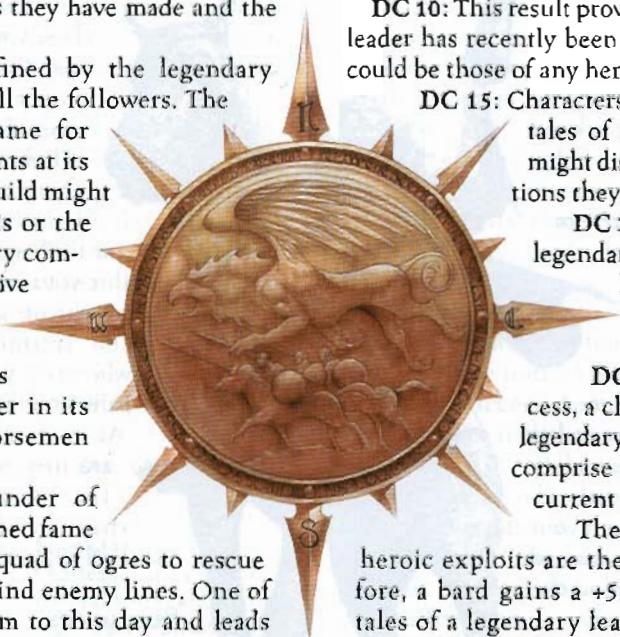
DC 30: With this measure of success, a character can learn the story of a legendary leader, piecing together bits that comprise the tale, from his origins to his current whereabouts and activities.

The stories of a legendary leader's heroic exploits are the staple of bardic tales. Therefore, a bard gains a +5 bonus to uncover legends or tales of a legendary leader on these Gather Information checks. Depending on the type of leader involved, a Knowledge (history), Knowledge (local), or Knowledge (nobility and royalty) check might also provide the same information at the given DCs. Every legendary leader can be researched using the *legend lore* spell, since they are all aptly considered "legendary."

LEGENDARY LEADERS IN THE GAME

Legendary leaders belong to no specific preexisting organization, making this prestige class easy to add to an ongoing campaign. In fact, there is no reason why a PC couldn't be the first legendary leader in the campaign world. Conversely, the PCs as a whole could be followers or cohorts of a legendary leader.

Being a legendary leader encourages a PC to foster development in his followers. Instead of being merely part of a mass of nameless 1st-level NPCs, each follower should have a name and position. The presence of the legendary leader's organization allows the DM an opportunity to create a side adventure for which the players each create new PCs who are followers of the legendary leader. These temporary PCs might be sent on a mission that helps to further the campaign's story by providing background information from a different perspective. The DM could also set up encounters where the followers must call upon the original PCs for aid. Conversely, the new PCs might be sent into a dungeon that the higher-level party has already



*The mark of
Henrik's Horsemen*

cleaned out, to locate any treasure or secrets that might have been overlooked.

The DM should provide a PC legendary leader with time to manage his organization, but at the same time try not to bog down the entire party with one PC's concerns. The leader should be able to bring along cohorts on adventures, but the rest of his followers should remain out of the spotlight unless the party is leading the whole troop into battle.

Adaptation

If the DM would rather not dramatically increase the size of the adventuring party by adding cohorts into the mix, he can allow a legendary leader's organization to run without the character always being there. In such a case, the class could be adapted by swapping in a couple of abilities that would help the party—for example, by removing the quick rally, greater command, and to hell and back features, and instead giving the legendary leader the ability to inspire allies in a fashion similar to bardic music. The legendary leader would need a Leadership score equal to the ranks in Perform normally required for the bardic music effect to be usable, and he could emulate the bardic music effects a number of times per day equal to one-half his level plus his Charisma modifier.

Encounters

EL 10: Byran Quickhand is trying to win the favor of the Army of the Alliance in the hope that his strike team might be hired on as mercenaries. He might rush to join a battle in which the PCs are outnumbered, or perhaps they encounter him when he is in need of rescuing himself. He is accompanied by his cohort Jeffers (a fellow monk) and a band of low-level followers.

Byran the Quick: Human monk 6/legendary leader 3; CR 9; Medium humanoid; HD 9d8+9; hp 53; Init +3; Spd 50 ft.; AC 20, touch 17, flat-footed 17; Base Atk +6; Grp +10; Atk +9 melee (1d8, ki strike [magic]); Full Atk +9/+4 melee (1d8, ki strike [magic]) or +7/+7/+2 melee (1d8, ki strike [magic]); SA greater command 1/day; SQ commander rating 3, melee commander, evasion, fearless, hero's luck +2, legendary reputation +3, purity of body, quick rally, slow fall 20 ft., still mind; AL LN; SV Fort +10, Ref +12, Will +13 (+15 against enchantments); Str 10, Dex 16, Con 12, Int 9, Wis 14, Cha 15.

Skills and Feats: Diplomacy +14, Jump +14, Knowledge (local) +3, Listen +8, Sense Motive +12, Spot +6, Tumble +9; Deflect Arrows^b, Improved Cohort*, Improved Disarm^b, Improved Grapple, Improved Unarmed Strike^b, Iron Will, Leadership, Stunning Fist^b, Weapon Finesse.

*New feat described on page 98.

Evasion (Ex): No damage on successful Reflex save.

Fearless (Ex): See prestige class feature description.

Legendary Reputation (Ex): See prestige class feature description.

Melee Commander: Allies within 30 feet gain a +1 morale bonus on melee attacks.

Purity of Body (Ex): Immunity to normal diseases.

Quick Rally (Ex): See prestige class feature description.

Slow Fall (Ex): Take damage as if a fall were 20 feet shorter when within 10 feet of a wall.

Possessions: amulet of natural armor +1, bracers of armor +2, cloak of resistance +1, ring of protection +1, gloves of Dexterity +2.

Jeffers: 7th-level human monk; see page 119 of the *Dungeon Master's Guide*.

Monk Band: 10 1st-level human monks led by a 2nd-level human monk; see page 119 of the *Dungeon Master's Guide*.

EL 15: Henrik Yensen is the legendary leader of Henrik's Horsemen. A practical man, he might enlist the PCs' aid to overcome a powerful adversary, such as a lich or a marilith, in a battle that will indeed be legendary.

Henrik Yensen: Half-elf fighter 10/legendary leader 5; Medium humanoid (elf); HD 10d10+30 plus 5d8+15; hp 127; Init +0; Spd 20 ft.; AC 26, touch 11, flat-footed 26; Base Atk +13; Grp +18; Atk +20 melee (1d8+8/19–20×3+2d6 holy, +1 holy lance) or +21 melee (1d8+8/19–20, +1 adamantine longsword); Full Atk +20/+15/+10 melee (1d8+8/19–20×3+2d6 holy, +1 holy lance) or +21/+16/+11 melee (1d8+8/19–20, +1 adamantine longsword); SA greater command 2/day; SQ commander rating 5, half-elf traits, fearless, hero's luck +3, heroic success 1/day, low-light vision, legendary reputation +5, melee commander, orderly commander, quick rally, to hell and back; AL LG; SV Fort +12, Ref +8, Will +10; Str 20, Dex 10, Con 16, Int 12, Wis 9, Cha 14.

Skills and Feats: Diplomacy +14, Gather Information +10, Handle Animal +8, Knowledge (history) +5, Listen +0, Ride +17, Search +4, Sense Motive +7, Spot +4; Extra Followers*, Greater Weapon Focus (longsword), Improved Critical (lance), Iron Will, Leadership, Mounted Combat, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (lance), Weapon Focus (longsword), Weapon Specialization (lance), Weapon Specialization (longsword).

*New feat described on page 97.

Fearless (Ex): See prestige class feature description.

Half-Elf Traits: Immunity to magic sleep effects. For all effects related to race, a half-elf is considered an elf.

Heroic Success (Ex): See prestige class feature description.

Legendary Reputation (Ex): See prestige class feature description.

Melee Commander: Allies within 30 feet gain a +1 morale bonus on melee attacks.

Orderly Commander: Any ally rallied by Henrik gains a 10-foot bonus to its speed for 1 round. This benefit is considered a morale bonus.

Quick Rally (Ex): See prestige class feature description.

To Hell and Back (Ex): See prestige class feature description.

Possessions: +3 full plate, +2 heavy steel shield, +1 holy lance, +1 adamantine longsword, belt of Strength +4, amulet of health +2, ring of protection +1, cloak of resistance +1, 4 potions of cure moderate wounds.

WAR WEAVER

"On my count, climb out of the trench and charge toward that hill. Don't worry about the fire raining from the sky—I've got you covered."

—Arvena, war weaver

By weaving together strands of pure arcane power, the war weaver becomes a force to be reckoned with on the battlefield. A war weaver can establish an eldritch tapestry among her comrades and quickly aid them with her magic.

BECOMING A WAR WEAVER

Entering this prestige class is a relatively straightforward matter: The class is open to any 5th-level wizard who has made the appropriate feat and skill point choices. It's a little harder for sorcerers and bards to get into the class. Sorcerers don't have as many feats as wizards, and bards don't get access to 3rd-level spells until 7th level.

ENTRY REQUIREMENTS

Skills: Craft (weaving) 6 ranks, Knowledge (arcana) 6 ranks

Feats: Enlarge Spell

Spells: Ability to cast 3rd-level arcane spells

CLASS FEATURES

As a war weaver, you gain abilities that allow your spells to affect multiple allies at once.

Eldritch Tapestry (Su): Upon entering the class, you gain an understanding of the rudiments of the war weaver's craft. You can thread together unseen strands of life force to connect willing allies in a magically resonant network known as an eldritch tapestry. Doing so takes 10 minutes and requires a DC 15 Craft (weaving) check. (Most war weavers take 10 on the check.) When you weave an eldritch tapestry, you can connect a number of allies equal to your bonus in your arcane spellcasting ability score (Intelligence for wizards, Charisma for sorcerers and bards). Creatures must be within line of sight to have their life force woven into an eldritch tapestry, and they must be living creatures. An eldritch tapestry lasts for 24 hours or until you weave a new one. You're always connected to your own eldritch tapestry, and you don't count against the limit of allies that can be connected.

Once you have woven an eldritch tapestry, you can send your spells across the life-force strands to your allies. Although you cast but a single spell, you can have it affect

every creature in your eldritch tapestry as if the group were a single creature. The maximum level of spell you can cast into an eldritch tapestry is equal to your class level. For example, a 5th-level wizard/2nd-level war weaver with an Intelligence of 16 could cast a 2nd-level spell such as *bull's strength* and have it affect herself and the three allies connected to her eldritch tapestry. Each of the four characters would gain a +4 enhancement bonus to Strength—at the cost of a single spell, not four separate castings.

Only spells with the "harmless" designation in their saving throw entry or ones requiring willing targets can be cast into an eldritch tapestry. In addition, spells with a range of personal cannot be cast through an eldritch tapestry. If a spell has a costly material component or an XP cost, you must expend one casting's worth of the material component or pay the XP cost for each creature targeted by the spell (including yourself). For example, sharing a *stoneskin* spell with four allies requires the expenditure of diamond dust worth a total of 1,250 gp.

An eldritch tapestry doesn't change the range of a spell. To cast *bull's strength*, for example, you must touch all your allies. You can touch as many willing targets as you can reach as part of the casting, but all targets must be touched in the same round you finish casting the spell. You can exclude specific creatures connected to an eldritch tapestry from a spell if you like.

If the spell requires decision-making on your part, you must make the same decision for everyone the spell is meant to affect. For instance, if you cast *protection from energy* through the eldritch tapestry, you must choose the same energy type for everyone affected by the spell.

An eldritch tapestry doesn't allow your spells to affect illegal targets. You can't affect objects with spells cast into your eldritch tapestry, even if those objects are held by your allies (for instance, you can't use eldritch tapestry to deliver a *greater magic weapon* spell).

Quiescent Weaving (Su): Beginning at 2nd level, you can weave a single spell into your eldritch tapestry for later use. For each level you gain beyond 2nd, you can store one additional spell as a quiescent weaving in your eldritch tapestry. The maximum level of spell that you can weave into your eldritch tapestry with this ability is equal to your class level.

Quiescent weaving enables you to prepare beneficial spells you know your allies will need in a crisis. You can release the quiescent spells right away at the beginning of a fight, then commence with more offensive spellcasting.

TABLE 5-5: THE WAR WEAVER

HIT DIE: D4

Base					Hit Die: d4	Spellcasting
Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	—
1st	+0	+0	+0	+2	Eldritch tapestry	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Quiescent weaving 1	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Quiescent weaving 2	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Quiescent weaving 3	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Enlarged tapestry, quiescent weaving 4	+1 level of existing arcane class

Class Skills (2 + Int modifier per level): Concentration, Craft, Knowledge (arcana), Profession, Spellcraft.

To make a quiescent weave, you must designate the eldritch tapestry as the target for the spell as you cast it (regardless of what the spell's normal target is). The spell is now woven into the eldritch tapestry in a dormant state; it doesn't use up its duration or affect targets in any way.

As a move action, you can release all the spells in your quiescent weaving. They immediately and instantaneously take effect in the order they were cast. The same restrictions apply to a quiescent weaving that apply to any other spell woven into an eldritch tapestry (they must be "harmless," cannot have a range of personal, and require separate expenditures of material components or XP for each target). The quiescent spells affect only legal targets at the time you release them. For example, if you have *bull's strength* and *protection from energy* in your eldritch tapestry as quiescent weavings, you still have to touch your allies during the move action to target them with the spells.

Spellcasting: At each level other than 1st level, you gain new spells per day (and spells known, if applicable) and an increase in caster level as if you had also gained a level in an arcane spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other class feature a character of that class would have gained. If you had more than one arcane spellcasting class before becoming a war weaver, you must decide to which class to add each level for the purpose of determining spells per day, spells known, and caster level.

Enlarged Tapestry (Su): At 5th level, you can stretch your magic across your eldritch tapestry beyond normal distances. Spells you cast through an eldritch tapestry have their range category increased: touch spells become close range, close-range spells become medium range, and medium-range spells become long range. Long-range spells and spells with fixed ranges are unaffected.

PLAYING A WAR WEAVER

The stereotypical battlefield wizard blasts his enemies with fireballs and lightning bolts, and so do you. However, you spend a round or two caring for your comrades first, making them stronger, faster, and better able to survive the rigors of war.

That willingness to help others is what separates you from your fellow arcane spellcasters. You have mastered the

esoteric techniques of the eldritch tapestry so you can channel helpful magic to your comrades as efficiently as possible. Your magical assistance doesn't necessarily make you any less effective at blasting the enemy, however. Because a single *bull's strength* from you can affect multiple allies, you have more spell slots available for offensive magic.

The theory behind eldritch tapestries is well understood by most powerful arcane spellcasters, but few take up the mantle of the war weaver because it requires familiarity with real-world textile weaving. Your techniques don't get a lot of respect from wizards who crave personal power at all costs, because you're at your best when you have allies to connect to your eldritch tapestry. Selfish wielders of arcane magic would rather learn new spells for themselves than spend time studying techniques that help only others.

Combat

In the early rounds of a typical fight, you'll use your eldritch tapestry to cast beneficial spells on your allies while relying on them to protect you from enemy attacks.

Once your allies have received your magical boosts and protections, you're free to let fly with the attack spells in your repertoire.

Your ability to "buff" your allies gets even stronger once you gain the quiescent weaving ability. Quiescent weaving is ideal for spells with short durations, because the clock won't start ticking until battle is imminent.

Rather than spending multiple rounds casting beneficial spells, then charging the enemy, your team can charge right away, relying on the spells in the quiescent weaving to aid them. You're effectively packing multiple rounds of spellcasting into a single move action (potentially dozens of rounds of spellcasting once you attain higher levels).

While you might often want beneficial spells in effect at the beginning of a fight, you can instead save the spells in a quiescent weaving until a critical point in the battle. Just when your enemies think they have you and your allies figured out, you can release a quiescent weaving and turn all your friends invisible while giving them the ability to fly.

Advancement

No globe-spanning organization of war weavers exists. You probably learned the rudiments of eldritch weaving from one of countless arcane texts or from a helpful mentor. Through self-experimentation, you eventually learned to twist the unseen strands of eldritch power into a tapestry that would accept your spells.



Arvena, a war weaver

As you attain more levels in the prestige class, you learn to manipulate those strands in more complex ways and eventually stretch them across greater distances. You also start to collect spells (in your spellbook or your spells known list) that work with an eldritch tapestry. In time, you become a repository of arcane knowledge about beneficial spells of all sorts.

For wizards, gaining access to tapestry-friendly spells is relatively easy—it's just a matter of paying the inking costs to have the spells put in your spellbook. However, if you were a bard or a sorcerer before you became a war weaver, spell choice becomes a trickier task. You must carefully balance the "buff" spells on your spells known list with the usual staples of a sorcerer or bard's repertoire—evocations and enchantments that affect enemies, not allies.

Resources

You might be able to cast beneficial spells much faster than other spellcasters, but many of those spells have a range of touch. Until you become a 5th-level war weaver, you'll have to stay within a few paces of your allies to use your beneficial spells effectively. Accordingly, you'll want to invest in items that improve your maneuverability on the battlefield (such as *boots of striding and springing*) and ones that protect you from enemy attack (anything that improves your Armor Class, for example).

WAR WEAVERS IN THE WORLD

"Arvena, our war weaver, is too clever by half, and that cleverness keeps us alive. I just wish she'd tell us what's in the weaving ahead of time. It's disconcerting when you're suddenly 20 feet up in the air."

—Grumaik, sergeant in Von Hault's Sabers

War weavers are a good addition to a warfare-based campaign because their key power—the ability to benefit multiple allies at once—is extremely useful on the battlefield.

Organization

There's no cabal of war weavers anywhere in the world, but individual war weavers are keen to join organizations of other kinds. They know firsthand that they're at their best when they have allies (or minions, at least) on whom they can cast beneficial spells.

Many war weavers can be found attached to elite squads within a national army—especially if such squads are specialized for infiltration or fast-response missions. The size of the squad is often tailored to the war weaver's relevant ability bonus. A war weaver who can include five people in her eldritch tapestry, for example, is almost always put in a squad with five soldiers.

NPC Reactions

War weavers keep rank-and-file soldiers alive, so they're accorded great respect in most armies. NPCs in the same army as a war weaver have a starting attitude of friendly (see page 72 of the *Player's Handbook*) so long as they're aware of a character's status as a war weaver.

In general, the war weaver's techniques are too esoteric to draw much attention, good or bad, from other spellcasters and those outside the military structures. Even enemy soldiers don't have any particular ire for war weavers beyond the "get the wizard" attitude prevalent among soldiers everywhere.

WAR WEAVER LORE

Characters with Knowledge (arcana) can research the war weavers to learn more about them. When a character makes a skill check, read or paraphrase the following, including information from lower DCs.

DC 10: "War weavers are adept at quickly casting beneficial spells on their comrades."

DC 15: "War weavers can create something called an eldritch tapestry that can store spells. It lets them cast a single spell on multiple allies at once."

DC 20: "The eldritch tapestry works only on beneficial spells. They're called war weavers because multiple-cast beneficial spells are more useful on the battlefield than anywhere else."

Knowledge (history) checks can yield similar information, but because the war weavers are relatively obscure, the DCs are 5 higher than those given above.

WAR WEAVERS IN THE GAME

War weavers are easy to work into an ongoing battlefield adventures campaign. A would-be war weaver might unearth the eldritch weaving techniques during training between battles. Or perhaps an enemy war weaver surrenders rather than fighting to the death, offering to teach a PC the secrets of war weaving in exchange for her life. Once she has joined the prestige class, that war weaver is ready to add members of her unit to her eldritch tapestry.

Over time, the DM should enable a PC war weaver to gain access to enough beneficial spells to allow for multiple clever combinations. The player of a war weaver will enjoy the class more if she's not casting the same spells into the eldritch tapestry each time. Encounters in which the PCs can gain an advantage (such as higher ground or cover) if they act quickly make a war weaver feel important. The other characters can rush headlong toward the objective, confident that the war weaver is already covering them with beneficial spells.

Adaptation

It's easy to invent an organization of war weavers—perhaps arcane spellcasters who venerate a god of war. Such an organization would have two faces: the war weavers who direct affairs and the minions that benefit from the war weavers' spells. The war weavers might have rank-and-file soldiers at their command, or they might be monster collectors with strange creatures attached to their eldritch tapestries.

One potential adaptation deserves a caution. The war weaver isn't balanced if you simply replace the arcane magic requirement with a divine magic requirement. Divine spellcasting war weavers can cast *cure* spells too efficiently for the class to be balanced with respect to

clerics who don't partake in the prestige class and other divine healers.

Encounters

NPC war weavers aren't flashy, and PCs run the risk of underestimating them. When no fireballs emerge from the fingertips of the robed woman standing behind the enemy soldiers, the PCs might take her for granted. Remember that characters with ranks in Spellcraft can identify a spell being cast (DC 15 + spell level). If a PC sees an enemy wizard cast *invisibility*, then touch four allies and make them disappear with her, there's little doubt that a war weaver is responsible.

Conversely, a known NPC war weaver might draw a lot of attention from player characters desperate to stop her before she releases her quiescent weavings or casts more beneficial spells on the enemies facing them. Every round an NPC war weaver stays in the fight gives her a further opportunity to assist the other NPCs, so the encounter gets tougher the longer the war weaver lasts. An undiscovered war weaver might be ignored by the player characters, but a known war weaver among enemy forces should expect to face the brunt of the PCs' attacks.

EL 10: Arvena the war weaver and three human elite soldiers (see page 143) oppose the PCs in a battlefield skirmish. Arvena usually has *heroism* and *bear's endurance* in a quiescent weaving, which she releases in the first round of combat if possible. If defeat seems likely, Arvena surrenders and tries to strike the best terms possible for herself and any surviving soldiers.

Arvena: Female human wizard 5/war weaver 3; CR 8; Medium humanoid; HD 8d4+16; hp 37; Init +1; Spd 30 ft.; AC 14, touch 12, flat-footed 13; Base Atk +3; Grp +2; Atk or Full Atk +3 melee (1d4-1/19-20, masterwork dagger); SA spellcasting; SQ eldritch tapestry, quiescent weaving; AL LN; SV Fort +5, Ref +4, Will +8; Str 8, Dex 13, Con 14, Int 18, Wis 10, Cha 12.

Skills and Feats: Appraise +4 (+6 weaving), Concentration +12, Craft (weaving) +13, Knowledge (arcana) +13, Knowledge (history) +13, Knowledge (nobility and royalty) +13, Spellcraft +15; Combat Casting, Dodge, Craft Wand, Enlarge Spell^B, Mobility, Scribe Scroll^B.

Eldritch Tapestry (Su): Arvena can cast a spell requiring willing targets or those with a saving throw entry of harmless through an eldritch tapestry she creates when she prepares her spell. When she does, the spell simultaneously affects up to four allies she designated when she created the eldritch tapestry.

Quiescent Weaving (Su): Arvena can cast two spells of up to 3rd level into the eldritch tapestry, where they remain dormant until she releases them with a move action.

Wizard (Diviner) Spells Prepared (caster level 7th; prohibited school necromancy): 0—acid splash (+4 ranged touch), dancing lights (2), detect magic, message; 1st—burning hands (DC 15), shield (2), sleep (2) (DC 15), true strike; 2nd—*bear's endurance* (DC 16), *bull's strength* (2) (DC 16), *invisibility* (DC

16), see *invisibility*; 3rd—*clairaudience/clairvoyance*, *displacement* (DC 17), *haste* (DC 17), *heroism* (DC 17); 4th—*arcane eye*, *hallucinatory terrain* (DC 18), *polymorph* (DC 18).

Spellbook: as above plus 0—all except necromancy; 1st—*enlarge person*, *expeditious retreat*, *identify*, *mage armor*, *magic missile*, *magic weapon*, *protection from chaos*, *protection from evil*; 2nd—*blur*, *continual flame*, *darkvision*, *protection from arrows*, *scorching ray*, *whispering wind*; 3rd—*blink*, *dispel magic*, *fly*, *magic circle against chaos*; 4th—*stoneskin*, *scrying*.

Possessions: bracers of armor +2, masterwork dagger, wand of *magic missile* (CL 5th, 30 charges), cloak of resistance +1, ring of protection +1, scroll of *prying eyes*, spellbook.

TEAMWORK BENEFITS

Armies are constantly training. Their drills and exercises, whether they are marching across a parade ground or using illusion magic to create a realistic mock battle, are an important aspect of the genre. PCs in the military take part in such training because it helps them hone their abilities before the next battle.

If you're playing a war-based campaign, consider using the Gaining Class Benefits training rule on page 198 of the *Dungeon Master's Guide*. Because the characters are in the military, the training doesn't cost anything. Such training provides an additional benefit: a series of teamwork benefits that affect PCs who have trained together.

Taking time out for training also provides a necessary break between battles for the opposing armies to resupply, gather intelligence, hatch new plans, and otherwise set up conditions for the next battle. Time is one of the DM's most powerful tools, and whether or not the PCs spend time improving themselves, their NPC allies and enemies will certainly seize the chance to improve themselves or formulate plots that come to fruition in future adventures.

WHAT IS A TEAMWORK BENEFIT?

War is not an individual calling. Whether it's the precise commands issued to a phalanx of heavy infantry or the instinctive "stay out of each other's way" teamwork of a hill giant horde, military efforts depend on cooperation and teamwork. Elf sentries focus their attention on discrete parts of the surrounding forest, together observing their surroundings in every direction. Mounted knights close their ranks to deliver a devastating charge with their steeds galloping shoulder to shoulder.

PCs benefit from teamwork all the time. Whenever a wizard renders the party invisible, a fighter provides a flanking situation for a rogue, or a cleric heals a wounded barbarian, everyone in the party benefits. In a battlefield situation, such teamwork is even more important, because the PCs' enemies will certainly be using teamwork.

Experienced D&D players understand the value of specific tactics that take advantage of teamwork. However, teamwork also has a more general benefit. Once you've trained with specific comrades, you're attuned to the nuances of how they fight, move, and communicate. Characters who have spent time working as a team can derive a benefit simply

from having their comrades nearby. This teamwork benefit grants an expanded use of a skill, a bonus on certain checks, or a battlefield action otherwise unavailable to the team members.

To qualify for a teamwork benefit, PCs must meet two broad categories of requirements: training time and prerequisites.

First, the characters seeking the benefit must jointly practice techniques relevant to the benefit for at least two weeks before acquiring the benefit. This two-week training period must be repeated whenever a new character joins the group, as the newcomer becomes accustomed to the operating procedures of veteran team members.

Second, some teamwork benefits have prerequisites such as skill ranks, base attack bonus, or feats. A prerequisite can take one of two different forms.

Task Leader Prerequisites: These requirements must be met by at least one character on the team. If only one character qualifies, and that character leaves the team, the group loses the teamwork benefit until the character returns or is replaced by another character who meets the same prerequisites. The designation of task leader can vary from one benefit to another; a character who serves as the task leader for the Infiltration teamwork benefit might be a different individual from the one who functions as the task leader for the Heavy Cavalry benefit. In addition to the indicated prerequisites, a task leader must have an Intelligence score of at least 8. (While a task leader need not be a genius, nor has he particular need of a strong personality, he must be at least reasonably capable of communicating his thoughts to others.)

Team Member Prerequisites: These requirements must be met by every character on the team. Any character who joins the team must meet the prerequisites in order for the team to enjoy the teamwork benefit.

For example, the Infiltration teamwork benefit has a task leader prerequisite of 8 ranks in both Hide and Move Silently, and a team member prerequisite of 1 rank in Hide or Move Silently. This means that at least one character in the group must have 8 or more ranks in each of the two skills, while each other character in the team must have at least one rank in either of the two skills. When the team is sneaking around, the task leader directs her less adept comrades in stealth techniques, covering any extra noise with environmental sounds, and so on.

A team (see *The Team Roster*, below) gets one teamwork benefit for every 4 Hit Dice the lowest-level member of the

DESIGNING YOUR OWN TEAMWORK BENEFITS

When designing your own teamwork benefits, ask yourself: "Is this a specific tactic, or is it an accumulation of countless small benefits?" If the benefit you imagine is analogous to a specific sequence of actions, it's not a teamwork benefit, just a smart tactic. If the benefit emerges from familiarity among the characters and a shared understanding of general techniques, then it's a teamwork benefit.

team has, so it earns a new teamwork benefit whenever that character attains a new level evenly divisible by 4. If that character's level later drops below the required level (due to energy drain or being brought back from the dead), the team retains all of its current teamwork benefits but doesn't gain a new one until the lowest-level character regains his or her lost level(s) plus four more levels.

Any time a team gains a new teamwork benefit, it also has the option to swap out a previously known teamwork benefit for a new one for which the team qualifies. In effect, the team can elect to lose one teamwork benefit in order to gain two others. This is most often done when the team roster has changed in such a way as to make a previously known teamwork benefit no longer useful.

Unless otherwise specified, each teamwork benefit can be taken only once. The teamwork benefit applies whenever the characters on the team can communicate with each other, whether verbally, with gestures, or by magical means.

THE TEAM ROSTER

Teamwork benefits are based on the notion that once you've spent time training with your comrades, you respond instinctively to subtle changes in body languages and can anticipate your comrades' likely moves. A group of people (PCs or NPCs) must train together for at least two weeks before all members of the group are eligible to share the same teamwork benefits. If you're starting a new campaign in which battlefield adventures will be prominent, it's okay to assume that the PCs have completed this two-week training period before their first battle. The PCs will undoubtedly occupy most of the positions on the roster, but cohorts, animal companions, paladin mounts, familiars, and recurring NPC allies can also be members of a team.

A team must have at least two members and no more than eight. To join a team, a character must have an Intelligence score of 3 or higher. Creatures with an Intelligence score of 1 or 2 can be included on a team only if they learn the teamwork trick (see the *Handle Animal* skill description, page 94). Creatures that don't have an Intelligence score can never be part of a team.

To maintain their teamwork benefits, the characters on a team must train together for at least four one-week periods per year. These training periods need not be consecutive and can happen at the same time as training to earn the new class features of a given level (as described above), so in most cases PCs won't have to spend additional time to keep their teamwork skills sharp.

To add a new character to a team (often because a previous character died or otherwise left the group), that character must train with the other characters on the team for at least two weeks, learning the nuances and standard operating procedures of the team. This training can occur during the training time required to gain the benefits of a new level.

A character can join an adventuring party without joining the team that includes other members of the party. In this case, he doesn't gain any teamwork benefits, but

neither does his lack of prerequisites count against the team's qualification for the benefits.

A character leaves a team at his option or by consensus of the other members of that team.

TEAMWORK BENEFIT DESCRIPTIONS

Here is the format for teamwork benefit descriptions.

Benefit Name

Description of what the benefit does or represents.

Training: A brief discussion of the training procedure required to acquire the benefit.

Task Leader Prerequisite: A base attack bonus, a feat or feats, a minimum number of ranks in one or more skills, a class feature, or some other requirement that at least one character on the team must have in order for the team to acquire this benefit. This entry is absent if a teamwork benefit has no task leader prerequisite. A benefit can have more than one task leader prerequisite; all task leader prerequisites for a particular benefit must be met by the same character.

Team Member Prerequisites: These requirements must be met by every member of the team in order for the team to acquire this benefit. This entry is absent if a teamwork benefit has no team member prerequisite. A benefit can have more than one team member prerequisite. If another teamwork benefit is given as a team member prerequisite, all members of the team must qualify for the prerequisite teamwork benefit before the new benefit can be acquired.

Benefit: What the teamwork benefit enables the team members to do.

Tips: Advice for players and DMs using this teamwork benefit.

Fearsome Roster

By taunting your enemies and projecting an air of menace, your team can send them fleeing from the field of battle.

Training: Intimidating enemies is more than an individual effort once the members of your team have practiced together enough to earn this teamwork benefit. Even in a fight, your collective body language exudes dangerous menace, and each team member responds to comrades' telling blows with war cries and demoralizing taunts.

Task Leader Prerequisite: Intimidate 8 ranks.

Team Member Prerequisite: Cha 13 or Intimidate 1 rank.

Benefit: Enemies who can see at least two members of your team take a penalty on morale checks equal to 1 + one-quarter of the Hit Dice of the lowest-level member of the team.

Tips: If your team has acquired this benefit, you should be keenly aware of the conditions that force your enemies to make morale checks. Usually, individuals make morale checks when they fall to half their hit points or less, and the surviving members of units make morale checks when half their original numbers have fallen or fled. See Morale Checks, page 72, for more information.

Friendly Fire Evasion

By attuning yourself to minute, almost subliminal changes in your environment, you get just enough warning to avoid damaging area spells cast by your allies.

Training: During the training procedure for this benefit, the spellcasters on your team cast lightning bolts, fireballs, flame strikes, and other area spells in their arsenal, and other team members stand on the fringes of the spells' area, their senses perked for the whiff of brimstone, the crackle of static electricity, or the barely audible hum that occurs an instant before such spells go off. Then you practice ducking, dodging, and covering so that you avoid the damage from those spells.

Task Leader Prerequisite: Spellcraft 4 ranks, evasion ability.

Team Member Prerequisite: Base Reflex save +2, Spellcraft 1 rank.

Benefit: You gain the evasion ability (see page 41 of the Player's Handbook), but only concerning spells cast by your team members.

Tips: Use this teamwork benefit to keep tough characters in the front line despite allied damaging spells raining down around them. Of course, you still need a pretty good Reflex save bonus to take full advantage of this benefit.

Friendly Fire Evasion, Improved

You have further attuned yourself to the subtle precursors of the area spells your comrades cast, so you can usually avoid their worst effects.

Training: As described in Friendly Fire Evasion, above.

Task Leader Prerequisite: Spellcraft 6 ranks, improved evasion ability.

Team Member Prerequisite: Friendly Fire Evasion teamwork benefit, base Reflex save +3, Spellcraft 1 rank.

Benefit: You gain the improved evasion ability (see page 42 of the Player's Handbook), but only concerning spells cast by your team members.

Tips: As with Friendly Fire Evasion, this teamwork benefit lets tough characters stay in the front line despite allied damaging spells raining down around them. A good Reflex save bonus isn't as crucial to take advantage of this benefit, but it still helps.

Heavy Cavalry

Not only are you an accomplished equestrian, but your comrades are as well. You have extended your almost instinctive bond with your mount to the riders and steeds galloping at your sides. Your team can charge enemies with your steeds running shoulder to shoulder. This tight formation often sends your foes scattering—if they don't panic and flee from battle entirely.

Training: At first, would-be heavy cavalry team members simply practice running across an open field, four abreast. But as the riders and mounts grow more accustomed to each other, they gradually reduce the space that separates one steed and rider from another. Once they're galloping shoulder to shoulder, the team members practice

sweeping turns and maintaining their formation despite difficult terrain.

Training often concludes with practice in trampling enemies. Good-aligned heavy cavalry might practice by running down livestock, illusory enemies created by friendly spellcasters, or wood-and-straw jousting dummies. Evil equestrians sometimes turn prisoners or slaves loose as "trample practice" for heavy cavalry.

Task Leader Prerequisite: Handle Animal 4 ranks, Ride 8 ranks, Mounted Combat, Trample.

Team Member Prerequisite: Ride 1 rank. The members' mounts need not be members of the team.

Benefit: To close their formation, the team members and their mounts first line up in adjacent squares, then move closer together so that each takes up a square half as wide as usual. For example, a Medium character mounted on a horse or other Large creature normally takes up a 10-foot square, and a team of four such characters would occupy a rectangle 40 feet wide and 10 feet deep. By contrast, if the same team had trained together and acquired this teamwork benefit, they could compress their line into a unit only 20 feet wide and 10 feet deep, making it harder for anyone they overrun to dodge between the horses' hooves.

All team members must act on the same initiative count, so some members must delay to match the initiative count of the slowest member in the team.

As long as the characters remain in a cohesive set of squares and move at least their speed every round, they gain the following benefits:

- They don't take the -4 penalty on attack rolls and to AC for squeezing (described on page 29 of the *Dungeon Master's Guide*).
- Opponents can't avoid overruns from team members; they must attempt to block.
- The team members' mounts count as one size category larger for purposes of resolving overruns. For example, a horse counts as a Huge creature (+8 bonus to overrun) rather than a Large creature (+4).

For the purposes of area spells and determining position on the battlefield, each Medium character on a Large mount is considered to be occupying a space 5 feet wide and 10 feet long.

Tips: If you have the heavy cavalry teamwork benefit, you'll want to know the mounted overrun rules (see page 158 of the *Player's Handbook*) backward and forward. Calculate the bonus for your Strength check in advance, keeping in mind that your mount gets an extra +4 bonus for counting as one size category larger than normal. In addition, have that hoof attack ready to go—you'll get lots of use out of it—and know what prone characters can and can't do (see page 311 of the *Player's Handbook*). If all goes well, you'll be facing a lot of prone enemies.

Infiltration

You are adept at moving silently and unseen. You point out noisy ground to your comrades, identify good hiding places for one another, and otherwise move as unobtrusively as possible. You dart ahead while your teammates

watch for enemies, then you cover your comrades while they advance. While this teamwork benefit doesn't help much amid the tumult of a pitched battle, you're able to sneak behind enemy lines to attack enemy leaders, sabotage siege engines, and otherwise give your army the upper hand before the trumpets sound.

Training: Infiltration training involves hours of practice sneaking as a group. Elves and other woodland denizens often play elaborate games of hide and seek (with the seeking team getting useful practice as scouts). Subterranean races stalk the caverns and tunnels of their realms, practicing the art of hiding in a pitch-black environment. With practice, members of an infiltration team get good at sharing hiding spaces, darting from cover to cover, and timing their movements to be as silent and stealthy as possible.

Task Leader Prerequisite: Hide 8 ranks, Move Silently 8 ranks.

Team Member Prerequisite: Hide 1 rank or Move Silently 1 rank.

Benefit: Your team can move at full speed without taking a -5 penalty on Hide and Move Silently checks. Other penalties (such as from difficult terrain) still apply, and you take the normal penalties on Hide or Move Silently checks while attacking, running, or charging. Team members are always visible to each other despite their Hide check results and the presence of anything less than total concealment (although cover might still block line of sight between team members). If you move to a position where none of your comrades can see or contact you, you lose the teamwork benefit at the start of your next turn and don't count as part of the team until you reestablish contact with at least one member.

Tips: If you're part of an infiltration team, keep in mind that you can take 10 on your Hide and Move Silently checks whenever you aren't being threatened or distracted. It's often easiest to just tell your DM what the lowest Hide and Move Silently check results on the team are. Those check results set the DC for NPCs' Spot and Listen checks.

Invisibility Sweep

If you're aware of the presence of an unseen enemy, you can quickly move through an area and pinpoint your foe's location.

Training: You practice finding invisible enemies by swinging your weapons through empty spaces and making sudden movements that an invisible foe wouldn't anticipate. More important, you quickly develop a shorthand way of describing the location of an unseen enemy you have pinpointed: "At my 4 o'clock—10 feet out," for example. Eventually, members of your team can quickly and effectively target a specific (apparently empty) square based on your verbal description.

Task Leader Prerequisite: Blind-Fight.

Benefit: Each team member can check for the presence of an invisible enemy by groping into four adjacent 5-foot squares within reach, making touch attacks into those squares as described on page 295 of the *Dungeon Master's Guide*. Doing so is a standard action. If one team

member pinpoints the location of an invisible enemy (whether through groping, Spot and Listen checks, or other means), every other team member within earshot also has that enemy pinpointed until that enemy moves into a different square. (Pinpointed invisible enemies still gain the benefits of total concealment; see page 152 of the Player's Handbook.)

Joint Grapple Escape

You use nonverbal cues to time your struggles against a grappling enemy, applying force and leverage at just the right moment to escape the clutches of your foe.

Training: In a series of wrestling matches, you practice techniques of suddenly shifting your weight and applying maximum effort just as a comrade outside the grapple makes a similar effort—or at least distracts your opponent. Eventually, your timing improves to the point where you and your comrades are working in concert with split-second timing.

Task Leader Prerequisite: Base attack bonus +4 or Improved Grapple.

Benefit: If you successfully use the aid another action to assist an adjacent team member's next grapple check or Escape Artist check to escape from a grapple, you provide your teammate with a bonus on that check equal to +4 or your Strength modifier, whichever is higher.

Joint Bull Rush

Shoulder to shoulder with your allies, you can blast into the ranks of your enemies, knocking them back with your combined force.

Training: You and your teammates practice charging wooden tackling dummies all at the same time, moving in lockstep and delivering a powerful push at the same moment. Eventually you get so good that you leave only splintered and sagging dummies in your wake.

Task Leader Prerequisite: Improved Bull Rush.

Benefit: To perform a joint bull rush, all the team members involved must ready the bull rush action until the turn of the member with the slowest initiative. Then all the bull rushing team members move to their target at the same time and make a single bull rush attempt using the Strength bonus of the strongest team member. Each additional team member involved in the joint bull rush applies his or her Strength bonus (minimum +1). The team members must end their movement adjacent to one another, and they all provoke attacks of opportunity from the defender (although the defender can only make a single attack unless he has the Combat Reflexes feat).

Joint Ram

Your comrades and you are practiced at bashing things down, applying maximum force at the moment of impact.

Training: To practice for this teamwork benefit, you have to wreck stuff together, practicing your timing and making sure you're applying the utmost leverage to the target. Eventually, you learn to break down doors and crumble walls that would be impervious to individual efforts.

Task Leader Prerequisite: Improved Sunder.

Benefit: When your team is employing a ram to knock down a barrier or destroy another object, the ram deals an extra 2 points of damage for each team member wielding the ram.

In addition, if a team member is trying to break down a door or perform a feat of strength similar to ramming, she gains a +4 bonus on the check for every team member who assists with the aid another action. The DM should set limits for how many team members can usefully help break down a particular door (typically two Medium creatures for every 5 feet of the door's width).

Long-Range Archery

Because you're attuned to the other archers on your team, you learn from the mistakes they make when targeting a far-off foe.

Training: When you collectively train on the archery range, you spend time watching each other's form and providing pointers. After enough practice, you can see when your comrades miss a shot because they aimed too high or too low, and you can use that information to make your own shots more accurate.

Task Leader Prerequisite: Far Shot.

Team Member Prerequisite: Base attack bonus +1.

Benefit: When a team member misses with a ranged attack made against a target farther away than one range increment, subsequent ranged attacks any team member makes against that foe take only half the penalty for range (−1 per range increment). If the foe moves more than 20 feet, this benefit does not apply until a team member shoots at and misses the foe again.

Tips: If you have this teamwork benefit, consider ordering your ranged attacks so that the team member who is least likely to hit fires before the more reliable attackers do. This tactic helps ensure that the benefit will apply to later attacks. Also, having a more accurate attack follow a less accurate one almost always takes the enemy by surprise.

Ranged Precision

You know the timing of your comrades' attacks so well that you can shift to the side for a moment, letting ranged attacks fly past you and into your enemies.

Training: You and the rest of the team watch each other shoot ranged weapons, memorizing how much time it takes to draw an arrow from a quiver, nock it, aim, and shoot. Then you internally count to measure the time between arrows, shifting yourself when you know an arrow is being fired so you don't get in the way.

Task Leader Prerequisite: Base attack bonus +4, Precise Shot.

Team Member Prerequisite: Base attack bonus +2.

Benefit: The penalty for firing a ranged weapon into a melee is cut in half (from −4 to −2) if every ally in the melee is on your team. The AC benefit your foe gets from cover is likewise cut in half (from +4 to +2) if that cover consists solely of team members.

Scouting

Your team is alert for the slightest disturbance in your environment. While one of you watches straight ahead, another scans to the side, while a third pauses for a moment to listen intently. By finding your enemies before they find you, your team can dictate the terms of an engagement—or perhaps avoid it entirely.

Training: Trainees divide their environment into arcs, with one soldier looking straight ahead, another checking to the left, a third watching the right, a fourth the sky, a fifth behind him, and so on. The soldiers concentrate their senses on those arcs, doing their best to block out distractions elsewhere. Eventually, each member of the team instinctively knows which arc he is responsible for and which arcs his comrades are covering, and he can switch arcs subconsciously when his comrades stop scanning for a moment.

Prerequisite: Listen 8 ranks, Spot 8 ranks.

Team Member Prerequisite: Listen 1 rank and Spot 1 rank; or Alertness.

Benefit: The team as a whole can make a free Spot check and a free Listen check at the end of each round, regardless of whether any members of the team have already made such checks that round. Use the lowest check modifier of any member of the team present, with a +1 bonus for every team member beyond the first. In the middle of a combat when actions are precious, this teamwork benefit gives the members detailed information about their immediate environment that they otherwise wouldn't have.

Tips: If your team has this benefit, have your team's Spot and Listen modifiers figured out in advance. It's a good idea to designate one character to make the Spot and Listen checks at the end of each round; making it a specific character's responsibility means the group is less likely to forget it.

Spellcaster Guardian

You have a keen sense of the timing of the spellcasters on your team, so you can often protect them from enemies when their spells are about to go off.

Training: Over a period of weeks, you closely observe your comrades as they cast spells, noting the exact gestures and phrases they use when they are at their most distracted. You learn the idiosyncrasies of your allies' spellcasting techniques so well that you know exactly where they are in the spellcasting process just by watching and listening to them, even if you don't know what the words and gestures mean.

Task Leader Prerequisite: Combat Reflexes, Spellcraft 4 ranks.

Team Member Prerequisite: Dexterity 13 or Spellcraft 1 rank.

Benefit: If a spellcaster on your team provokes attacks of opportunity by casting a spell, a team member adjacent to the spellcaster can interpose herself between the spellcaster and one or more attackers at the last moment, taking upon herself attacks of opportunity meant for the spellcaster.

The team member can intercept a number of attacks of opportunity equal to $1 + \text{her Dexterity bonus}$. Resolve each attack as normal, using the interposing team member's Armor Class. If the attack hits, it damages the interposing character but doesn't distract the spellcaster.

Superior Flank

Your team is good at harrying foes by surrounding them. If two of you get into flanking positions, you can both time your attacks to take maximum advantage of the enemy's divided attention. Enemies get so distracted that every attacker benefits.

Training: This teamwork benefit happens only after all the members of the team spend countless hours practicing two-on-one, three-on-one, and other unbalanced melee combats. Eventually the team members develop split-second timing and a keen perception of where the enemy is concentrating his defensive efforts.

Task Leader Prerequisite: Sneak attack +4d6.

Team Member Prerequisite: Base attack bonus +3.

Benefit: Whenever two members of your team flank the same enemy, all members of the team can make melee attacks against that enemy as if they also flanked her. Creatures that can't be flanked are unaffected.

Furthermore, if at least two members of your team are flanking a foe who has the improved uncanny dodge ability, add together the rogue levels of all team members engaged in melee with that foe to determine whether she can be flanked. If the sum of your teammates' rogue levels is four more than the foe has Hit Dice, all members of your team can flank that foe.

Tips: If your team has this benefit, you get the +2 bonus for flanking on your melee attacks more frequently. You'll want to study how to flank unusually large creatures (see page 153 of the *Player's Handbook*).

Team Rally

The members of your team are particularly good at setting a good example for other troops, supporting each other and exuding an aura of competence and confidence.

Training: Most teams that acquire this benefit get it by acting as a cadre for less accomplished soldiers, teaching them the rudiments of military discipline and how to stay cool under fire. After you've dealt with enough recruits, you're attuned to their fears and concerns. When recruits see the members of your team acting in unison in the face of danger, they naturally try to emulate your bravery.

Task Leader Prerequisite: Charisma 13, commander rating 2 (see page 75).

Team Member Prerequisite: Commander rating 1.

Benefit: Whenever a team member makes a rally check (see page 73), she gains a +1 bonus on the rally check for each other team member the demoralized troops can see or hear.

If a team member is successfully rallied by another team member's rally check, the morale of the rallied teammate improves by two categories (such as from shaken to heartened).

Illus. by D. Kozlacs



Since the beginning of time, the demands of the battlefield have shaped technological developments. In the magic-filled world of D&D, both arcane and divine magic can augment those machines of war.

SPELLS ON THE BATTLEFIELD

Magic is very much a part of the fantasy battlefield. A wizard with a *wand of fireball* can be more effective as artillery than a more traditional catapult barrage, while clerics move through the melee, dispensing *cure* spells to the fallen. In addition to these relatively basic functions, the spells available to spellcasters allow them a wide range of roles in planning and executing a battle.

COMMUNICATIONS

The *message* spell is ideal for maintaining communication between a commander and her officers prior to a battle, but once battle is joined, targets of a *message* spell must succeed on a DC 15 Listen check to hear the whispered message over the din of battle.

Resounding voice (a new spell described on page 127) can allow a leader to be heard clearly even in the midst of melee.

The *sending* spell is ideal for reporting the results of scouting efforts, and an *animal messenger* can be just as effective in the delivery of a message, if a bit slower. The best animals to use as *animal messengers* are birds such as ravens or hawks; they can cover 4 or 6 miles per hour, respectively.

ARTILLERY

The spell lists of the cleric and sorcerer/wizard are rife with spells that are effective as long-range weapons, though most of those that affect more than one target are 3rd level or higher. *Fireball* is the most common artillery spell used on the battlefield, with its extreme range and large area. The *Enlarge Spell* metamagic feat is also commonly used with *fireball*, making the range of the spell approach or even exceed a quarter-mile.

TROOP ENHANCEMENT

Spells such as *bless* and *prayer* are ideal in battlefield situations because they affect all appropriate creatures within a fairly large distance away from the caster, instead of simply one creature per caster level.

Some spells might provide an advantage even if they do not affect creatures directly. Illusions are a prime example. A *silent image* spell can create

the illusion of up to four Medium creatures in each of the 10-foot cubes of the spell's effect. This illusion can make a unit appear more numerous than it actually is, which might in turn have an impact on morale checks.

A *major image* provides enough illusory sensory information that it can seem to be a troop of its own. The troop appears to be four Medium creatures, plus four additional creatures per caster level. While the illusion cannot fight effectively, the perception of a charging foe might trick the enemy into making a tactical blunder.

TERRAIN ALTERATION

Many spells allow a caster to shape the battlefield itself, changing terrain, creating terrain features, or creating the illusion of such changes. The various *wall* spells are perfect examples, but many other spells can be used in this way.

The *move earth* spell can be used to create or destroy most earthwork features, such as berms, ramparts, or slopes (see *Terrain*, beginning on page 28), as well as dig a string of foxholes or a moat or trench up to 10 feet deep with a single casting.

A number of spells can be used to make terrain more difficult to cross. A simple *grease* spell on a drawbridge can make storming a keep a treacherous endeavor. *Entangle* significantly hampers movement in a large area. In rocky

terrain, *transmute rock to mud* can create a large mud-filled trench. *Web* can effectively block narrow valleys or tunnels. The effect of *spike stones* is even better than light undergrowth, since it not only slows movement but might also damage or even kill oncoming troops.

Spike growth can be used to create spikes in the midst of an abatis (see page 34) in addition to the spell's normal effects. *Animate plants* or *animate objects* can also be used on an abatis.

In addition to its overgrowth application, *plant growth* can be used to create light or heavy undergrowth (same area as the overgrowth version; see page 262 of the *Player's Handbook*), provided that grasses and bushes are prevalent in the terrain. Terrain that has been burned clean or that does not have significant plant life, such as sandy desert, is unaffected by plant growth.

In the same way, *diminish plants* can eliminate light or heavy undergrowth or can reduce heavy undergrowth to light. It can also breach hedgerows or other barriers made primarily of living plants.

Hallucinatory terrain can be used to conceal crevasses and other natural hazards. Creatures failing to disbelieve the illusion receive no *Reflex* saving throw to avoid falling into a crevasse. If creatures in the front ranks of an advancing force are injured or suddenly disappear as they fall into concealed chasms, any troops following



A halfling wizard uses magic to mold the battlefield more to his liking

them gain a +4 bonus on their Will saving throws to disbelieve the hallucinatory terrain. *Mirage arcane* is even more powerful and can be used to conceal all manner of battlefield features, such as a fraise, dangerous debris, or an animated abatis. Creatures can easily hide in trenches or other fortifications that have been covered by the illusion and remain unseen by the unsuspecting enemy. Creatures attacked by foes hiding in concealed battlefield features are denied their Dexterity bonus to Armor Class, and attack rolls made by those within the concealed feature gain an additional +2 bonus (as if the attacker were invisible).

OTHER SPELL USES

Commune with nature allows a spellcaster to determine the size and location of an enemy force and could reveal ideal ambush or battle locations.

The landscape of a battlefield can be changed dramatically with *control weather*. A spellcaster can reduce visibility or movement with fog or snow; likewise, a spellcaster can cause tremendous damage with hail or tornados, depending on the time of year.

Some forces might try to use teleportation magic such as *dimension door* or *teleport* to try to kidnap key commanders or rescue prisoners. To counter this, a spellcaster might use *forbiddance* to prevent such extradimensional movement or *dimensional anchor* to prevent such abductions.

Wind wall can protect an entire unit from incoming missile fire or can even be cast at range to render an opposing archer unit harmless, at least until the soldiers in the unit reposition themselves.

NEW SPELLS

War college arcanists and clerics of war deities have developed the following spells in response to the needs of the battlefield. Though they were developed in secret, they have now spread across the campaign world so that all armies have access to them.

Some of the spell entries below mention classes not found in the core rules. The healer appears in the *Miniatures Handbook*, while the hexblade is from *Complete Warrior*.

BARD SPELLS

2nd-Level Bard Spell

Resounding Voice: Your voice carries 100 ft./level.

3rd-Level Bard Spell

Crisis of Confidence: Target loses commander rating aura; can't add Cha to rally checks.

4th-Level Bard Spell

Drums of War: Enemies take -2 penalty on attacks and saves.

5th-Level Bard Spell

Leomund's Billet: Creates sturdy barracks.

CLERIC SPELLS

2nd-Level Cleric Spell

Resounding Voice: Your voice carries 100 ft./level.

3rd-Level Cleric Spells

Battlemagic Perception: Sense and counter spellcasting within 100 feet.

Spiritual Charger: Horseman of force attacks enemy.

4th-Level Cleric Spells

Animate Legion^M: Creates skeletons or zombies.

Battlefield Illumination: Improve light in 80-ft.-radius cylinder.

Early Twilight: Reduce light in 80-ft.-radius cylinder.

5th-Level Cleric Spells

Spiritual Cavalry: Horsemen of force attack enemies.

Status, Greater: Monitors condition, position of many allies.

6th-Level Cleric Spells

Consecrate Battlefield^M: Fills large area with positive energy, making undead weaker.

Desecrate Battlefield^M: Fills large area with negative energy, making undead stronger.

7th-Level Cleric Spell

Animate Siege Weapon: Siege weapon attacks your foes.

DRUID SPELLS

2nd-Level Druid Spells

Blaze of Light: 60-ft. cone of light dazzles creatures.

Trip Vine: Plants trip creatures entering area.

4th-Level Druid Spells

Battlefield Illumination: Improve light in 80-ft.-radius cylinder.

Hurling Stone: Stone deals 6d6 damage, knocks targets prone.

HEALER SPELL

6th-Level Healer Spell

Status, Greater: Monitors condition, position of many allies.

HEXBLADE SPELLS

2nd-Level Hexblade Spell

Crisis of Confidence: Target loses commander rating aura; can't add Cha to rally checks.

4th-Level Hexblade Spell

Early Twilight: Reduce light in 80-ft.-radius cylinder.

PALADIN SPELLS

1st-Level Paladin Spell

Blaze of Light: 60-ft. cone of light dazzles creatures.

4th-Level Paladin Spell

Battlefield Illumination: Improve light in 80-ft.-radius cylinder.

RANGER SPELLS

2nd-Level Ranger Spells

Aerial Alarm: Wards an area for 2 hours/level

Trip Vine: Plants trip creatures entering area.

SORCERER/WIZARD SPELLS

2nd-Level Sorcerer/Wizard Spells

Abjur **Aerial Alarm:** Wards an area for 2 hours/level

Evoc **Molten Strike:** 5-ft.-radius burst deals 2d6 fire damage, ignites nearby targets.

3rd-Level Sorcerer/Wizard Spell

Div **Battlemagic Perception:** Sense and counter spellcasting within 100 feet.

4th-Level Sorcerer/Wizard Spells

Conj **Boiling Oil:** 10-ft. cylinder deals 4d6 damage, +2d6 damage per round for 1 round/3 levels.

Evoc **Early Twilight:** Reduce light in 80-ft.-radius cylinder.

Trans **Battlefield Fortification:** Create trench or berm.

5th-Level Sorcerer/Wizard Spells

Conj **Acid Rain^M:** 20-ft.-radius cylinder deals 7d6 acid damage

Leomund's Billet: Creates sturdy barracks.

Evoc **Shrieking Blast:** 40-ft. radius burst deafens and deals 8d6 sonic damage.

Necro **Animate Legion^M:** Creates skeletons or zombies.

SPELL DESCRIPTIONS

ACID RAIN

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft. radius cylinder, 40 ft. high

Duration: 1 full round and 1 round/level; see text

Saving Throw: None

Spell Resistance: No

You create a downpour of acid that douses the area for 1 full round, dealing 7d6 points of acid damage to every creature in the area.

The ground within the area becomes muddy and/or slick from the downpour, and remains in that condition for a number of rounds equal to the caster's class level. Movement in the area is halved, though a creature can move at normal speed by making a DC 10 Balance check. Failure on the check means it cannot move in that round, and failure by 5 or more results in the creature falling prone.

Material Component: A flask of acid (cost 10 gp).

AERIAL ALARM

Abjuration

Level: Ranger 2, sorcerer/wizard 2

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 100-ft.-radius cylinder, 500 ft. high

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

As alarm (see *Player's Handbook* page 197), except the area is a cylinder that extends 500 feet into the air and the alarm only sounds when a flying creature of Medium or larger size enters or touches the warded area.

Arcane Focus: A silver bell and an eagle's feather.

ANIMATE LEGION

Necromancy [Evil]

Level: Cleric 4, sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more corpses, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You use negative energy to temporarily animate one or more corpses. You can create undead skeletons or zombies with this spell, but you can't create more Hit Dice of undead than twice your caster level. The *Monster Manual* has game statistics for skeletons (page 226) and zombies (page 266).

The undead created are mindless and are not initially under your command. Unless otherwise influenced (by way of a rebuke attempt or the *control undead* spell from the *Player's Handbook*, for instance), the undead created will attack the nearest living creatures.

See *animate dead*, page 199 of the *Player's Handbook*, for information on what is required to create a skeleton or zombie from a corpse.

Material Component: A black onyx gem worth at least 100 gp.

ANIMATE SIEGE WEAPON

Transmutation

Level: Cleric 7

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One siege weapon of up to Gargantuan size

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You imbue a siege weapon, such as a ballista or a battering ram, with mobility and the semblance of life. (See the Size column on Table 4–1, page 67, to determine which siege weapons can be affected by this spell.) The siege weapon attacks whomever or whatever you initially designate, continuing to do so as long as the spell lasts. You can give it a new command as a free action as long as you are within range, and you can even command it to allow itself to be operated normally (in which case it gains none of the benefits of this spell).

The siege weapon can operate itself as if it were crewed by a normal complement of operators. It automatically succeeds on any checks required to operate it. It uses your caster level as its attack bonus when acting as a siege weapon.

BATTLEFIELD FORTIFICATION

Transmutation [Earth]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Area: See text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You shift earth to create a shallow trench or a berm, as described on page 35. The trench or berm created is a straight line up to 5 feet long per two caster levels. A berm created by this spell is 2 squares wide.

This spell has no effect when cast in an area of stone such as an unworked cavern floor, a flagstone floor, or a cobblestone street.

BATTLEFIELD ILLUMINATION

Evocation [Light]

Level: Cleric 4, druid 4, paladin 4

Components: V, S

Casting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Area: 80-ft.-radius cylinder, 40 ft. high

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

When you cast *battlefield illumination*, a soft light illuminates the area. This effect improves the illumination in the area by one category (from darkness to shadowy, or from shadowy to bright light). It does not stack with other magical light effects.

Unlike other spells with the light descriptor, *battlefield illumination* counters and dispels *early twilight* (see page 126) but does not affect other darkness spells.

BATTLEMAGIC PERCEPTION

Divination

Level: Cleric 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

You gain a perception of the forces of magic and can sense when magic is being manipulated by a spellcaster. You gain a +5 competence bonus on Spellcraft checks made to identify a spell as it is being cast.

If you have at least 5 ranks in Spellcraft, you are also able to sense the use of any spell or spell-like ability within 100 feet, so long as you have line of effect to the caster. With a Spellcraft check (DC 15 + spell level) you can even ascertain the spell being cast.

This determination happens quickly enough that you can attempt to counter the spell as a free action. Counter-spell attempts are otherwise handled normally, and you can counter the spell even if you do not have line of sight to the spellcaster. If you counter a spell in this manner, the *battlemagic perception* spell ends immediately.

BLAZE OF LIGHT

Evocation [Light]

Level: Druid 2, paladin 1

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

A cone of bright light shines forth from just above the caster's head. All creatures within the cone that fail a Fortitude saving throw are dazzled for 1 minute. Sightless creatures are not affected by *blaze of light*.

A light spell (one with the light descriptor) counters and dispels a darkness spell (one with the darkness descriptor) of an equal or lower level.

BOILING OIL

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)
Area: 10-ft.-radius cylinder, 40 ft. high
Duration: 1 round and 1 round/three levels; see text
Saving Throw: Reflex half
Spell Resistance: No

A torrent of boiling oil rains down in the area you specify. Creatures in the area take 4d6 points of scalding (fire) damage from the oil. Creatures that fail their initial saving throw take an additional 2d6 points of damage in each subsequent round of the spell's duration (up to a maximum of 6 rounds at 18th level).

The oil created by this spell is not itself flammable.

CONSECRATE BATTLEFIELD

Evocation [Good]
Level: Cleric 6
Components: V, S, M, DF
Casting Time: 10 minutes
Range: Medium (100 ft. + 10 ft./level)
Area: 100-ft.-radius emanation
Duration: 1 day/level

This spell blesses a large area with positive energy. This effect functions as the *consecrate* spell (see *Player's Handbook* page 212), except as noted here.

Any creature slain within the area of this spell cannot be turned into an undead creature for the duration of the spell, even if it is removed from the area.

Consecrate battlefield counters and dispels *desecrate* and *desecrate battlefield*.

Material Components: A vial of holy water and 1 pound of platinum dust (500 gp).

CRISIS OF CONFIDENCE

Enchantment (Compulsion) [Mind-Affecting]
Level: Bard 3, hexblade 2
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes

You strip away the target's leadership qualities, leaving the creature virtually incapable of commanding troops. The target may not add its Charisma bonus (if any) to rally checks. The target's commander rating (if any) is reduced to 0, and it loses any commander aura(s) it possesses. The target can add its commander rating (if any) as a bonus on its Will save.

See Chapter 4 for more details on rally checks, commander ratings, and commander auras.

DESECRATE BATTLEFIELD

Evocation [Evil]
Level: Cleric 6

Components: V, S, M, DF
Casting Time: 10 minutes
Range: Medium (100 ft. + 10 ft./level)
Area: 100-ft.-radius emanation
Duration: 1 day/level

This spell imbues a large area with negative energy. This functions as the *desecrate* spell (see *Player's Handbook* page 218), except as noted here.

Desecrate battlefield counters and dispels *consecrate* and *consecrate battlefield*.

Material Components: A vial of unholy water and 1 pound of platinum dust (500 gp).

DRUMS OF WAR

Enchantment (Compulsion) [Mind-Affecting]
Level: Bard 4
Components: V, S, F/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Duration: Concentration plus 1 round/level (D)
Saving Throw: None
Spell Resistance: Yes

When a bard casts *drums of war* and plays her instrument, the spell transforms that music into an ominous cadence of drumbeats that fills enemies with doubt. All enemies within range of the spell take a -2 penalty on their attack rolls and saving throws as long as the *drums of war* continue and for an additional 1 round per level afterward. Deaf enemies and enemies under the effect of a *silence* spell are unaffected by this spell.

Focus: A masterwork musical instrument, which must be played.

EARLY TWILIGHT

Evocation [Darkness]
Level: Cleric 4, hexblade 4, sorcerer/wizard 4
Components: V, M/DF
Casting Time: 1 round
Range: Long (400 ft. + 40 ft./level)
Area: 80-ft.-radius cylinder, 40 ft. high
Duration: 10 minutes/level (D)
Saving Throw: None
Spell Resistance: No

Early twilight suppresses light in its area, even casting a shadow over daylight. This effect reduces the illumination in the area by one category (from bright light to shadowy, or from shadowy to darkness). It does not stack with other magical darkness effects.

Unlike other spells with the darkness descriptor, *early twilight* counters and dispels *battlefield illumination* (see page 125) but not other light spells.

Arcane Material Component: A black veil.

HURTLING STONE

Conjunction [Creation]
Level: Druid 4
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.
Area: 60-ft. line
Duration: Instantaneous
Saving Throw: Reflex negates
Spell Resistance: No

This spell creates a 50-pound stone that speeds away from the caster in a straight line, dealing 6d6 points of damage to each creature in its path. In addition, any Medium or smaller creatures in its path are knocked prone.

LEOMUND'S BILLET

Conjunction (Creation)
Level: Bard 5, sorcerer/wizard 5
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./level)
Effect: 20-ft.-by-80-ft. structure
Duration: 2 hours/level
Saving Throw: None
Spell Resistance: No

This spell creates a simple building similar to a *Leomund's secure shelter* (see *Player's Handbook* page 247) that can be used to house up to forty troops. The billet has a latched door at each end and two shuttered windows on each long side. These doors and windows can be barred from the inside, but the billet does not provide any magical protection.

The billet contains forty bunks (stacked two high), two trestle tables with ten stools each, and two fireplaces with raging fires already burning and enough wood to last for one night. Twenty loaves of bread are stacked on each table, and a pot of hot gruel hangs on a hook over each fire.

Material Components: A rectangular chip of stone, crushed lime, iron filings, several splinters of wood, a pinch of flour, a sprinkling of water, and a sliver of dried beef.

MOLTEN STRIKE

Evocation [Fire]
Level: Sorcerer/wizard 2
Components: V, S, M
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: 5-ft.-radius burst
Duration: Instantaneous
Saving Throw: Reflex negates
Spell Resistance: Yes

You launch a ball of molten rock that detonates, showering nearby creatures with red-hot stone and flames. The

explosion deals 2d6 points of fire damage to every creature within the area. In addition, any creature that fails its Reflex save catches fire (see page 304 of the *Dungeon Master's Guide*) and takes an additional 1d6 points of fire damage each round until it douses the fire by succeeding on a DC 15 Reflex save.

Material Component: A stone marble.

RESOUNDING VOICE

Transmutation [Sonic]
Level: Bard 2, cleric 2
Components: S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 minute/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The subject becomes supernaturally loud, and his voice carries over long distances. A creature speaking or singing with the aid of *resounding voice* can be heard clearly up to 100 feet away per caster level. Creatures within an area of magical silence cannot hear the subject, and a subject within a silence effect cannot be heard at all.

Resounding voice counters and dispels silence and is also countered and dispelled by silence.

SHRIEKING BLAST

Evocation [Sonic]
Level: Sorcerer/wizard 5
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 40-ft.-radius burst
Duration: Instantaneous
Saving Throw: Fortitude partial; see text
Spell Resistance: Yes

A shrieking blast is a deafening explosion of sonic power. Any creature in the area is permanently deafened and takes 8d6 points of sonic damage. A successful save reduces the deafness to 1 round and reduces the damage by half.

Material Component: A small steel ball.

SPIRITUAL CAVALRY

Evocation [Force]
Level: Cleric 5
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Two or more magical horsemen of force
Duration: Instantaneous
Saving Throw: None and Fortitude negates; see text
Spell Resistance: Yes

As *spiritual charger* (see below), except that you create one horseman for every four caster levels, up to a maximum of



Spiritual cavalry

five horsemen at 20th level. No more than one horseman can attack any single target.

In addition to taking damage, any Large or smaller creature struck by one of your *spiritual cavalry* must succeed on a Fortitude save or be knocked prone and trampled by the rider, taking an additional 1d8 points of force damage.

SPIRITUAL CHARGER

Evocation [Force]

Level: Cleric 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Magic horseman of force

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A lance-wielding rider of pure force, bearing the symbol of your deity, springs into being and immediately makes one attack against a target you designate within range. The rider's attack bonus is equal to your base attack bonus plus your Wisdom modifier. If the rider appears in a location at least 10 feet distant from its target, the spiritual charger gains an additional +2 bonus on the attack roll because it is able to make a charge before attacking.

A *spiritual charger* deals 2d8 points of force damage, +1 point per three caster levels (up to a maximum of 2d8+5 at 15th level). A *spiritual charger* threatens a critical hit on a natural 20 and deals triple damage on a successful critical hit.

STATUS, GREATER

Divination

Level: Cleric 5, healer 6

Components: V, S

Casting Time: 1 minute

Range: Medium (100 ft. + 10 ft./level)

Targets: Ten living creatures per caster level

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell is identical to *status* (see *Player's Handbook* page 284), except as noted above.

TRIP VINE

Transmutation

Level: Druid 2, ranger 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: One 10-ft. square/level (S)

Duration: 1 hour/level

Saving Throw: Reflex negates; see text

Spell Resistance: No

Trip vine causes plants within the area to grow together to form a tangle. Any creature entering an affected square must succeed on a Reflex save or fall prone. Any creature charging into an affected square takes a -2 penalty on its saving throw.

If this spell is cast on an area of undergrowth (see page 87 of the *Dungeon Master's Guide*), saves against the spell take a -2 penalty.

MAGIC ITEMS

Most magic items are too costly to issue to every rank-and-file soldier. However, officers and elite troops have magic weapons, armor, and other gear that's just as effective as those that D&D adventurers carry.

TABLE 6-1: MAGIC ITEMS

Armor Special Abilities	Market Price
<i>Easy traveling</i>	+1,500 gp
<i>Retaliation</i>	+3 bonus
Specific Armors and Shields	Market Price
<i>Overhead shield</i>	24,170 gp
<i>Armor of transport</i>	25,300 gp
Heraldic Crests	Market Price
<i>Courage</i>	4,000 gp
<i>Insight</i>	5,000 gp
<i>Ferocity</i>	6,000 gp
<i>Valiant defense</i>	6,000 gp
<i>Glory</i>	11,000 gp
<i>Honor</i>	12,000 gp
Weapon Special Abilities	Market Price
<i>Chargebreaker</i>	+1 bonus
<i>Fury</i>	+1 bonus
<i>Resounding</i>	+1 bonus
<i>Stunning</i>	+1 bonus
<i>Explosive</i>	+2 bonus
<i>Subjugating</i>	+2 bonus
Rods	Market Price
<i>Arming</i>	15,000 gp
<i>Leadership</i>	25,000 gp
Wondrous Items	Market Price
<i>Blessed bandage</i>	10 gp
<i>Everlasting rations</i>	350 gp
<i>Scrying beacon</i>	750 gp
<i>Blast disk</i>	900 gp
<i>Drums of marching</i>	1,000 gp
<i>Camouflage paint</i>	1,500 gp
<i>Healing salve</i>	2,250 gp
<i>Philosopher's wool</i>	3,000 gp
<i>Horn, rallying</i>	3,600 gp
<i>Portable foxhole</i>	5,000 gp
<i>Daern's instant tent</i>	9,000 gp
<i>Horn of plenty</i>	12,960 gp
<i>Orb of showers</i>	15,000 gp
<i>Horn of the rider, lesser</i>	18,000 gp
<i>Horn of the rider, greater</i>	60,000 gp

Standards	Market Price
<i>Forgehome standard</i>	4,000 gp
<i>Banner of the goblin's bane</i>	8,000 gp
<i>Banner of law</i>	8,000 gp
<i>Standard of the galloping steed</i>	8,000 gp
<i>Banner of the unliving</i>	12,000 gp
<i>Healer's standard</i>	14,000 gp
<i>Sign of the favored</i>	16,200 gp

MAGIC ARMOR SPECIAL ABILITY DESCRIPTIONS

These special abilities can be added to any suit of armor that already has at least a +1 enhancement bonus.

Easy Traveling: A suit of easy traveling armor makes overland movement simpler to its wearer. The wearer can carry up to a medium load as if it were a light load (ignoring the maximum Dexterity bonus, check penalty, and reduced speed normally incurred by a medium load). This applies only to the load carried by the character, not to any reduction in speed caused by the armor itself.

In addition, the wearer is able to walk for up to 10 hours in a day before having to make Constitution checks to avoid taking nonlethal damage (see page 164 of the *Player's Handbook*).

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *bear's endurance*; Price +1,500 gp.

Retaliation: A suit of armor with this special ability strikes back at foes who hit hard in melee. Each time the wearer takes 10 or more points of damage from a single melee attack, the armor deals 1d6 points of damage to the attacker. If the wearer is dropped to below 0 hit points by a melee attack, the armor strikes the attacker for 3d6 points of damage. The damage from retaliation armor is treated as magic for the purpose of overcoming damage reduction.

Strong evocation; CL 9th; Craft Magic Arms and Armor, *symbol of pain*; Price +3 bonus.

SPECIFIC ARMORS AND SHIELDS

The following specific armors and shields usually are constructed with exactly the qualities described here.

Armor of Transport: This +2 mithral breastplate is prized by quick-strike forces in battle. Once per day on command the wearer can use *dimension door*, as the spell.

Moderate conjuration; CL 7th; Craft Magic Arms and Armor, *dimension door*; Price 25,300 gp; Cost 12,900 gp + 976 XP.

Overhead Shield: This +2 large steel shield can provide nearly complete protection against attacks originating from above. Once per day the bearer of an overhead shield can raise it skyward and command a horizontal wall of force into existence. The wall of force has a 20-foot radius and hovers 5 feet above the wielder, remaining above her as she moves. It blocks all attacks from above, including catapult attacks and indirect volley fire. The wall of force lasts as long as the wielder concentrates, up to a maximum of 10 rounds. The bearer must also keep her shield arm raised while the wall is active, so she

gains no benefit to AC from her shield while the *wall of force* is present.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *wall of force*; Price 24,170 gp; Cost 12,170 gp + 480 XP.

HERALDIC CRESTS

A heraldic crest is a special magical property that can be placed on any light, heavy, or tower shield with a +1 or higher enhancement bonus. Each heraldic crest grants a minor benefit to the shield's bearer so long as the bearer meets one of the following criteria.

- Has the Leadership feat; or
- Has one or more commander auras (see page 75); or
- Has been specially granted the right to use the heraldic crest by a lord, high priest, or similar ruler. The DM is the final arbiter as to whether any character meets this prerequisite.

Each shield bearing a heraldic crest has a more potent ability that can be used once per day. Any character who meets at least one of the prerequisites can activate the magical power of the shield's heraldic crest as a free action. Unless otherwise noted, the power affects the shield's bearer only.

No shield can bear more than one heraldic crest. If a shield with a heraldic crest is imbued with a second crest, the first crest vanishes.

Crafting a Heraldic Crest

In addition to the normal prerequisites for crafting a magic item, the creator of a heraldic crest must meet at least one of the prerequisites given above for activating the crest's special power.

Courage: This symbol depicts a pouncing lion. The bearer gains a +1 morale bonus on initiative checks. Once per day, on command, the shield casts *aid* on the bearer.

Faint enchantment; CL 5th; Craft Magic Arms and Armor, *aid*; Price 4,000 gp.

Ferocity: This heraldic crest depicts a charging boar. If the bearer has the rage class feature, its duration is extended by 1 round. Once per day, on command, the shield casts *rage* on the bearer (as the spell, with a duration of 5 rounds).

Faint enchantment; CL 5th; Craft Magic Arms and Armor, *rage*; Price 6,000 gp.

Glory: This crest is emblazoned with a red sun rising above a golden field. The bearer gains a +1 morale bonus on melee weapon damage rolls. Once per day, on command, the shield casts *heroism* on the bearer (as the spell, with a duration of 5 minutes).

Faint enchantment; CL 5th; Craft Magic Arms and Armor, *heroism*; Price 11,000 gp.

Honor: This emblem depicts a noble stag. The bearer gains a +1 morale bonus on saves against chaotic spells. Once per day, on command, the shield casts *order's wrath*, centered on the bearer.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *order's wrath*; Price 12,000 gp.

Insight: This crest shows a soaring owl. The bearer gains a +2 enhancement bonus on Spot checks. Once per day, on command, the shield casts *see invisibility* on the bearer.

Faint divination; CL 3rd; Craft Magic Arms and Armor, *see invisibility*; Price 5,000 gp.

Valiant Defense: This crest shows a stone tower. The bearer gains a +1 deflection bonus to AC at all times. Once per day, on command, the shield casts *shield other* on a designated creature within 30 feet of the bearer (treat this as if the bearer were the caster of the spell). While this effect is active, the bearer loses the deflection bonus granted by the shield.

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *shield other*; Price 6,000 gp.

MAGIC WEAPON SPECIAL ABILITY DESCRIPTIONS

These special abilities can be added to any weapon that already has at least a +1 enhancement bonus.

Chargebreaker: Only weapons that can be set to receive a charge (such as a spear) can have the chargebreaker special ability. Any charging creature struck by a chargebreaker weapon must succeed on a DC 14 Fortitude save or be knocked prone.

Faint evocation; CL 5th; Craft Magic Arms and Armor, *daze monster*; Price +1 bonus.

Explosive: This property can be added only to ammunition. The ammunition explodes upon hitting its target, dealing 1d6 points of fire damage to the target. Each creature within 10 feet of the explosive projectile when it explodes also takes 1d6 points of fire damage (Reflex DC 14 negates).

Faint evocation; CL 5th; Craft Magic Arms and Armor, *fireball*; Price +2 bonus.

Fury: A weapon with this property deals an extra 1d6 points of damage when the wielder is raging.

Faint enchantment; CL 5th; Craft Magic Arms and Armor, *rage*; Price +1 bonus.

Resounding: Only melee weapons can have the resounding special ability. A resounding weapon emits a deep, ringing chime each time it successfully hits a target. The sound carries over the din of battle, encouraging the wielder's allies. When the wielder of a resounding weapon hits a foe with the weapon, allies within 30 feet gain a +1 morale bonus on attack rolls and on saves against fear effects for 1 round.

Strong enchantment; CL 11th; Craft Magic Arms and Armor, *bless*; Price +1 bonus.

Subjugating: A subjugating weapon damages an opponent's morale in addition to dealing physical damage. Any creature struck by a subjugating weapon must succeed on a DC 20 Will save or become shaken for 5 rounds. If the creature is already shaken, it instead becomes frightened. Multiple strikes by a subjugating weapon do not stack. This property is a mind-affecting fear effect.

Moderate necromancy; CL 7th; Craft Magic Arms and Armor, *fear*; Price +2 bonus.

Stunning: This property can be added only to ammunition that deals bludgeoning damage, such as catapult stones. Any target hit by stunning ammunition is stunned for 1 round (Fortitude DC 13 negates).

Faint evocation; CL 5th; Craft Magic Arms and Armor, *sound burst*; Price +1 bonus.

RODS

Arming: This adamantine rod allows the wielder to store a complete set of battle regalia and recall it with a moment's notice. When fully armed and armored, the bearer of this rod can instantly remove her armor and weapons, storing them magically within the rod. Anytime thereafter, the bearer can use the power of the rod to put on her armor and wield her weapons instantaneously. If the bearer is wearing armor or weapons when she calls armor back from the rod, then that armor or weapons are swapped with those within the rod. Using the rod to store or retrieve armor and weapons is a standard action.

Moderate transmutation; CL 10th; Craft Rod, *shrink item*; Price 15,000 gp.

Leadership: This mithral truncheon is banded in gold. The possessor gains a +2 enhancement bonus to his Leadership score for as long as he holds or carries the item. Once per day he can gain a +5 bonus on an attempt to rally troops (see page 73).

Once per week the rod can be used to create a command tent. The tent is 30 feet across, and the inside is protected from harsh weather conditions such as extreme heat, cold, wind, or rain. The tent is furnished suitably for a military command post and contains a map table upon which is a detailed map showing the terrain within a ten-mile radius of the tent. The tent lasts for up to 24 hours, at the end of which time it disappears along with anything (but not anyone) that was inside it.

Strong conjuration, transmutation, and divination; CL 12th; Craft Rod, *eagle's splendor, major creation, scry*; Price 25,000 gp.

WONDROUS ITEMS

Blast Disk: This item, resembling a jet-black plate with an 8-inch diameter, can be set to explode via proximity or a timer. In either function, when the disk activates it explodes, dealing 5d6 points of fire damage to all creatures and objects within 10 feet of the disk (Reflex DC 14 half).

If set to explode via proximity, a *blast disk* must be set down in a square on the battlefield. The next creature

of Small or larger size to enter that square (either on the ground or airborne within 5 feet) sets off the *blast disk*. That creature receives a -2 penalty on the save against the blast.

A *blast disk* can also be set to automatically explode up to 10 rounds after placement.

Faint evocation; CL 5th; Craft Wondrous Item, *fireball*; Price 900 gp.

Blessed Bandage: This piece of first aid equipment can be applied to a dying creature. Applying a *blessed bandage* is a standard action that immediately stabilizes the target (but heals no damage).

Faint conjuration; CL 3rd; Craft Wondrous Item, *cure minor wounds*; Price 10 gp.

Camouflage Paint: This jelly-like substance comes in a jar 3 inches in diameter and 1 inch deep.

Each jar has enough material for five applications. To apply, the user spreads globes of the substance across her face as a standard action. Once applied, *camouflage paint* changes the color of the user's skin, clothing, and gear to that of her surroundings. This effect provides a +5 circumstance bonus on *Hide* checks, but only when the user is stationary. The effects of *camouflage paint* last for 2 hours.

Faint transmutation; CL 3rd; Craft Wondrous Item, *disguise self*; Price 1,500 gp; Weight 1/2 lb.

Daern's Instant Tent: This item appears to be a strip of canvas, folded into a small triangle. When activated by speaking the command word, it grows to become a 20-foot-square tent. The inside of the tent is kept temperate, as the spell *Leomund's tiny hut*. There are cots for up to eight Medium creatures inside, and a lit firepit with a smokehole. The tent itself has resistance 10 to electricity, fire, and acid, as well as immunity to cold.

Moderate conjuration; CL 7th; Craft Wondrous Item, *Leomund's tiny hut*; Price 9,000 gp.

Drums of Marching: This pair of drums includes a harness that allows them to be strapped to the front of a humanoid creature. A character who plays these drums during overland movement and succeeds on a DC 15 *Perform* (percussion instruments) check grants those within 120 feet a +4 bonus on the Constitution check to avoid nonlethal damage from a forced march (see page 164 of the *Player's Handbook*). Using the drums doesn't affect the performer's speed.

Faint transmutation; CL 1st; Craft Wondrous Item, *longstrider*; Price 1,000 gp.

Everlasting Rations: This small leather pouch contains enough trail rations to feed a Medium creature for one



Blast disk

day. Every morning at sunrise the pouch magically creates another day's worth of rations.

Faint conjuration; CL 9th; Craft Wondrous Item, *Leomund's secret chest*; Price 350 gp.

Healing Salve: This greasy, yellow, jellylike substance comes in a jar 3 inches in diameter and 2 inches deep. A single application smeared across a wound will cure $1d8+1$ points of damage (as *cure light wounds*). A double application will cure $2d8+3$ points of damage (as *cure moderate wounds*). A triple application will cure $3d8+5$ points of damage (as *cure serious wounds*). No matter how much salve is used, each application takes a standard action to apply. A single jar has enough gel for ten single applications.

Faint conjuration; CL 5th; Craft Wondrous Item, *cure serious wounds*; Price 2,250 gp; Weight 1 lb.

Horn of Plenty: This horn can be blown once per week to create a *heroes' feast*, as the spell, for twelve participants.

Strong conjuration; CL 12th; Craft Wondrous Item, *heroes' feast*; Price 12,960 gp.

Horn, Rallying: Twice per day, this horn can be sounded in an attempt to rally troops (see page 73). Anyone wielding one of these horns gets a +10 bonus on any rally check he attempts.

Moderate enchantment; CL 10th; Craft Wondrous Item, *remove fear*; Price 3,600 gp.

Horn of the Rider: This curved horn bears engravings of armed men on horseback, charging into battle. Three times per day, the user can attempt a DC 15 *Perform* (wind instruments) check to create one or more riders made of force energy. If the check fails, no riders are created, but it still counts as one of the horn's daily uses.

A *lesser horn of the rider* summons a single rider of force (as the *spiritual charger* spell; see page 128). Each rider has a +5 attack bonus and deals $2d8+2$ points of damage.

A *greater horn of the rider* summons three horsemen (as the *spiritual cavalry* spell; see page 127). Each rider has a +11 attack bonus and deals $2d8+4$ points of damage.

Moderate evocation (lesser) or strong evocation (greater); CL 6th (lesser) or 12th (greater); Craft Wondrous Item, *spiritual cavalry* (greater) or *spiritual charger* (lesser); Price 18,000 gp (lesser) or 60,000 gp (greater).

Orb of Showers: This 8-inch-diameter glass sphere is similar to, but much weaker than, the *orb of storms* described on page 263 of the *Dungeon Master's Guide*. Once per week, the possessor can call upon the orb to create a rain shower in a two-mile-radius circle around him (see page 94 of the *Dungeon Master's Guide* for the effect of rain). The rain shower lasts for 24 hours. The orb has no effect indoors or underground.

In cold climates, the orb creates sleet instead of rain.

Strong transmutation; CL 13th; Craft Wondrous Item, *control weather*; Price 15,000 gp.

Philosopher's Wool: This thick, milky cream protects the wearer from the dangers of hot weather and from fire-

based attacks. To apply, the user spreads the cream over her face, neck, and any exposed flesh. *Philosopher's wool* completely protects creatures from the ill effects of very hot weather (temperatures between 90° and 110° F) and provides a +5 circumstance bonus to Fortitude saves made when exposed to severe heat (temperatures above 110° F). In addition, these saving throws need only be made once per hour instead of every 10 minutes. Finally, *philosopher's wool* protects a creature from up to 60 points of damage from fire-based attacks. The effects of *philosopher's wool* wear off after 24 hours, or after the substance absorbs 60 points of damage from fire-based attacks. A 3-inch diameter, 1-inch deep jar of *philosopher's wool* has enough cream for five applications.

Faint abjuration; CL 5th; Craft Wondrous Item, *endure elements*, *protection from energy*; Price 3,000 gp; Weight 1/2 lb.

Portable Foxhole: When placed on a flat surface, this circular piece of canvas creates a shallow pit 5 feet square and 3 feet deep. The foxhole provides cover against ranged attacks. Items left in the foxhole when it is closed end up on top of the flat surface, since the *portable foxhole* is not an extradimensional storage item.

Faint transmutation; CL 5th; Craft Wondrous Item, *move earth*; Price 5,000 gp.

Scrying Beacon: This button-sized item is usually crafted of ebony or jet. If a spellcaster spends 1 minute attuning himself to the beacon, he can choose for the next *clairaudience/clairvoyance* spell he casts to be centered on the beacon, as long as he is within one mile of it. Once this power has been used, the beacon becomes dormant until the caster attunes himself to it again.

Faint divination; CL 5th; Craft Wondrous Item, *clairaudience/clairvoyance*; Price 750 gp.

STANDARDS

Standards (sometimes called banners) fly in the companies of an army. This type of wondrous item provides benefits to the unit that bears it. Unless otherwise noted, all allies of the standard-bearer within 30 feet of the standard receive the indicated benefit for as long as they can see the standard.

A standard requires two hands to use, so a two-armed holder is unable to use a weapon or shield while carrying the banner. In some cases the standard is mounted on a weapon, and that weapon can be used normally in combat.

A standard is an important part of a military force. Even those that are not magical provide a sense of pride and loyalty to those marching under them. They also can have important strategic value.

If a standard-bearer falls during combat, any magical benefits granted by the standard cease. If the standard is not raised again by an ally within 1 round, all those who were benefiting from it must make a morale check (see page 72). If the morale rules are not being used, then followers of a fallen banner become shaken if it is not raised by an ally within 1 round (Will DC 20 negates).

Banner of Law: Order reigns supreme under this banner, and all nonchaotic allies within 30 feet are protected as if by a *protection from chaos* spell. Similar banners protect against law, evil, or good.

Moderate abjuration; CL 6th; Craft Wondrous Item, *magic circle against chaos*; Price 8,000 gp.

Banner of the Goblin's Bane: Those with a mutual loathing of goblins march under this banner, which usually depicts the hated foe in some manner of death or dire injury. Allies within 30 feet gain a +2 bonus on damage rolls against goblinoids.

Other banners exist that designate foes of a different type or subtype. Common foes include orcs, giants, and undead.

Faint conjuration; CL 5th, Craft Wondrous Item, *summon monster I*; Price 8,000 gp.

Banner of the Unliving: Depicting a bone-white skeleton on a field of midnight blue, this flag provides +2 turn resistance to any undead allies within 30 feet. This turn resistance stacks with any turn resistance the undead might already have.

Moderate necromancy; CL 9th; Craft Wondrous Item, *desecrate*; Price 12,000 gp.

Forgehome Standard: Dwarves are the typical followers of this banner—particularly when they march to war against giantkind—but its benefits apply to all allies within 30 feet. This banner grants a +2 dodge bonus to Armor Class against attacks made by giants; this bonus stacks with the dodge bonus all dwarves gain when fighting giants. The banner also gives a +2 bonus to morale checks made when at least one enemy giant is visible.

Moderate enchantment; CL 7th; Craft Wondrous Item, creator must be a dwarf; Price 4,000 gp.

Healer's Standard: This flag denotes the noncombative nature of its bearer and her comrades, typically healers or combat medics. The bearer and any unarmed allies within 30 feet receive the effects of a *sanctuary* spell (see *Player's Handbook* page 274); any opponent that attempts to attack them must make a DC 16 Will save or be unable to attack.

Moderate abjuration; CL 7th; Craft Wondrous Item, *Heal*; Price 14,000 gp.

Sign of the Favored: This banner is of relatively simple design, usually in the colors of the nation or entity it represents and adorned with symbols for the gods of luck, valor, or war. Three times per day, the standard-bearer

can invoke a prayer to the depicted gods. The prayer grants allies within 30 feet a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks for 5 rounds.

Faint enchantment; CL 5th; Craft Wondrous Item, *prayer*; Price 16,200 gp.

Standard of the Galloping Steed: This banner, emblazoned with the mark of a charging horse, is typically mounted on the end of a spear or lance; colorful streamers unfurl during a charge. When charging, the bearer and any charging allies within 30 feet receive a +2 bonus on their attack rolls.

Moderate evocation; CL 8th; Craft Wondrous Item, *mount*; Price 8,000 gp.

MAGIC SIEGE ENGINES

Siege engines can be enhanced by magic through the use of the Craft Magic Arms and Armor feat. Magic siege engines and siege ammunition can have enhancement bonuses ranging from +1 to +5. These bonuses apply on attack rolls, as well as on skill checks for operating a catapult.

All magic siege engines are also masterwork siege engines. The enhancement bonus from the masterwork quality does not stack with any magical enhancement bonus.

In addition to an enhancement bonus, siege engines can have special abilities. Special abilities count as additional bonuses for determining the market value of the item, but they do not modify attack bonuses or skill check modifiers (except where noted). A single siege engine may not have a modified bonus (enhancement bonus plus special ability bonus equivalents) higher than +10. In order to have a special ability, an engine must have at least a +1 enhancement bonus.

Siege Weapon Ammunition: Unlike normal ammunition, magic siege weapon ammunition is priced individually (not in lots of 50).

The enhancement bonus from a siege weapon does not stack with the enhancement bonus from ammunition. Only the higher of the two bonuses applies.

Ammunition fired from a siege weapon with an enhancement bonus or an alignment is treated as a magic weapon or an aligned weapon for the purpose of overcoming damage reduction, just as with other ammunition.

After a piece of magic siege ammunition has been used, it loses any magical powers it had, regardless of



Left to right: Sign of the favored, standard of the galloping steed, healer's standard

whether it hits or misses or if the ammunition can be recovered.

TABLE 6-2: SIEGE ENGINE MAGICAL BONUSES

Weapon Bonus	Base Price
+1	2,000 gp
+2	8,000 gp
+3	18,000 gp
+4	32,000 gp
+5	50,000 gp
+6 ¹	72,000 gp
+7 ¹	98,000 gp
+8 ¹	128,000 gp
+9 ¹	162,000 gp
+10 ¹	200,000 gp

¹ Magic siege engines can't actually have bonuses this high. Use these lines to determine price when special abilities are added in. Example: A +5 light ballista that also has the disruption special ability (see below) is treated as a +7 light ballista for pricing purposes and is priced at 98,000 gp.

TABLE 6-3: MAGIC SIEGE ENGINES

Weapon	Weapon Cost ¹
Ammunition	+300 gp
Ballista, light	+1,000 gp
Ballista, heavy	+2,000 gp
Mangonel, light	+1,100 gp
Mangonel, heavy	+1,600 gp
Scorpion	+2,500 gp
Trebuchet, light	+3,000 gp
Trebuchet, heavy	+6,000 gp

¹ Add to enhancement bonus on Table 6-2 to determine total market price.

TABLE 6-4: SIEGE ENGINE SPECIAL ABILITIES

Special Ability	Base Price Modifier ¹
Necromantic	+3,000 gp
Disrupting	+2 bonus
Self-loading	+2 bonus
Starburst	+2 bonus

¹ Add to enhancement bonus on Table 6-2 to determine total market price.

MAGIC SIEGE ENGINE SPECIAL ABILITY DESCRIPTIONS

In addition to enhancement bonuses, siege engines can have one or more of the special abilities detailed below or any of those described for ranged weapons on pages 223–226 of the *Dungeon Master's Guide* (except for speed). A siege engine with a special ability must have at least a +1 enhancement bonus.

Disrupting: In addition to dealing its normal damage, a projectile from a disrupting siege weapon can destroy undead creatures within 60 feet of the impact. Treat this effect as if the projectile had performed a turning check as a 5th-level cleric (the projectile has no Charisma modifier). Undead that would be turned by the check are unaffected, but any undead that would be destroyed by the check are destroyed. Undead closest to the impact spot are affected first.

Moderate transmutation; CL 5th; Craft Magic Arms and Armor, ability to turn undead; Price +2 bonus.

Necromantic: In addition to dealing its normal damage, a projectile from a necromantic siege weapon animates dead creatures within 60 feet of the impact spot, turning them into zombies for the next 10 rounds. A single necromantic projectile can create up to 20 HD of zombies. The undead created by a necromantic projectile are uncontrolled and will attack the nearest living creature.

Faint necromancy; CL 10th; Craft Magic Arms and Armor; *animate legion*; Price +3,000 gp.

Self-Loading: A self-loading siege weapon automatically winches the throwing arm back into firing position and loads the next projectile in line. This replaces the Strength check and Profession (siege engineer) check required to reload a weapon and reduces the time needed to load a siege weapon by one full-round action (to a minimum of one full-round action).

Strong transmutation; CL 11th; Craft Magic Arms and Armor; *telekinesis*; Price +2 bonus.

Starburst: Stones fired from a starburst siege weapon explode above the ground, spraying the area below with a deadly shower of rock fragments. A stone fired from a starburst siege weapon deals piercing and slashing damage (equal to its normal damage) to all creatures within 20 feet of the impact square (Reflex DC 15 half).

Moderate abjuration; CL 7th; Craft Magic Arms and Armor; *stone shape*; Price +2 bonus.

SPECIFIC SIEGE ENGINES AND AMMUNITION

The following specific siege weapons and ammunition usually are constructed with exactly the qualities described here.

Acid Stone: This spherical clay ball is filled with acid. It deals 1d6 points of bludgeoning damage to its target. In addition, upon impact it breaks apart, dealing 2d6 points of acid damage to any creature or object in the square it hits and 1d6 points of acid damage to any creature or object in an adjacent square.

Alchemist's Stone: This spherical clay ball is filled with alchemist's fire. It deals 1d6 points of bludgeoning damage to its target. In addition, upon impact it breaks apart, dealing 2d6 points of fire damage to any creature or object in the square it hits and 1d6 points of fire damage to any creature or object in an adjacent square. Any creature or object exposed to the alchemist's fire also catches fire; creatures and attended objects can avoid this by succeeding on a DC 15 Reflex save.

Battering Ram, Adamantine: A bane to any gate or wall that stands in its way, the adamantine ram ignores hardness of less than 20 possessed by any object it strikes. With an adamantine head cast in the likeness of a mountain ram, this is an expensive but effective way of breaking down barriers.

No aura (nonmagical); Price 16,000 gp.



Three catapults with magic ammunition begin an assault on a fortress

Ballista Bolt, Adamantine: An adamantine ballista bolt ignores hardness of less than 20 possessed by any object it strikes.

No aura (nonmagical); Price 3,001 gp.

Catapult Stone, Adamantine: Though most weapon-smiths would decry this as an inexcusable waste of precious metal, there is no doubt as to the effectiveness of a huge chunk of adamantine thrown from a catapult. An adamantine catapult stone ignores hardness of less than 20 possessed by any object it strikes.

No aura (nonmagical); Price +100 gp/lb. (see Table 4-1, page 67)

Dragonfire Ram: The head of this battering ram depicts a fearsome dragon in mid-breath. The dragon's mouth flickers with fire, and each blow of the ram sends flaming embers flying. Each strike of the ram deals an extra 1d6 points of fire damage to any wooden or flammable object it strikes, ignoring hardness. If the ram breaks through the object it strikes, it immediately breathes a 30-foot cone of fire through the opening, dealing 2d6 points of fire damage (Reflex DC 15 half). It can breathe fire once per day.

Faint evocation; CL 3rd; Craft Magic Arms and Armor, scorching ray; Price 4,000 gp.

Dragonshot Catapult: A dragonshot catapult appears much like a typical catapult bearing an elaborate rendition

of a dragon's head at the end of the throwing arm. Instead of loading normal shot or stone, the operator can choose to load a gemstone of the appropriate type and value listed below. Activating the firing mechanism hurls the gemstone as if it were a stone appropriately sized for the catapult. When the gemstone strikes the ground, it explodes in a burst of energy. All nearby creatures and objects take damage as detailed below.

White: All within 5 feet of the target square take 2d6 points of cold damage (Reflex DC 14 half). The gemstone used must be a pearl worth at least 50 gp.

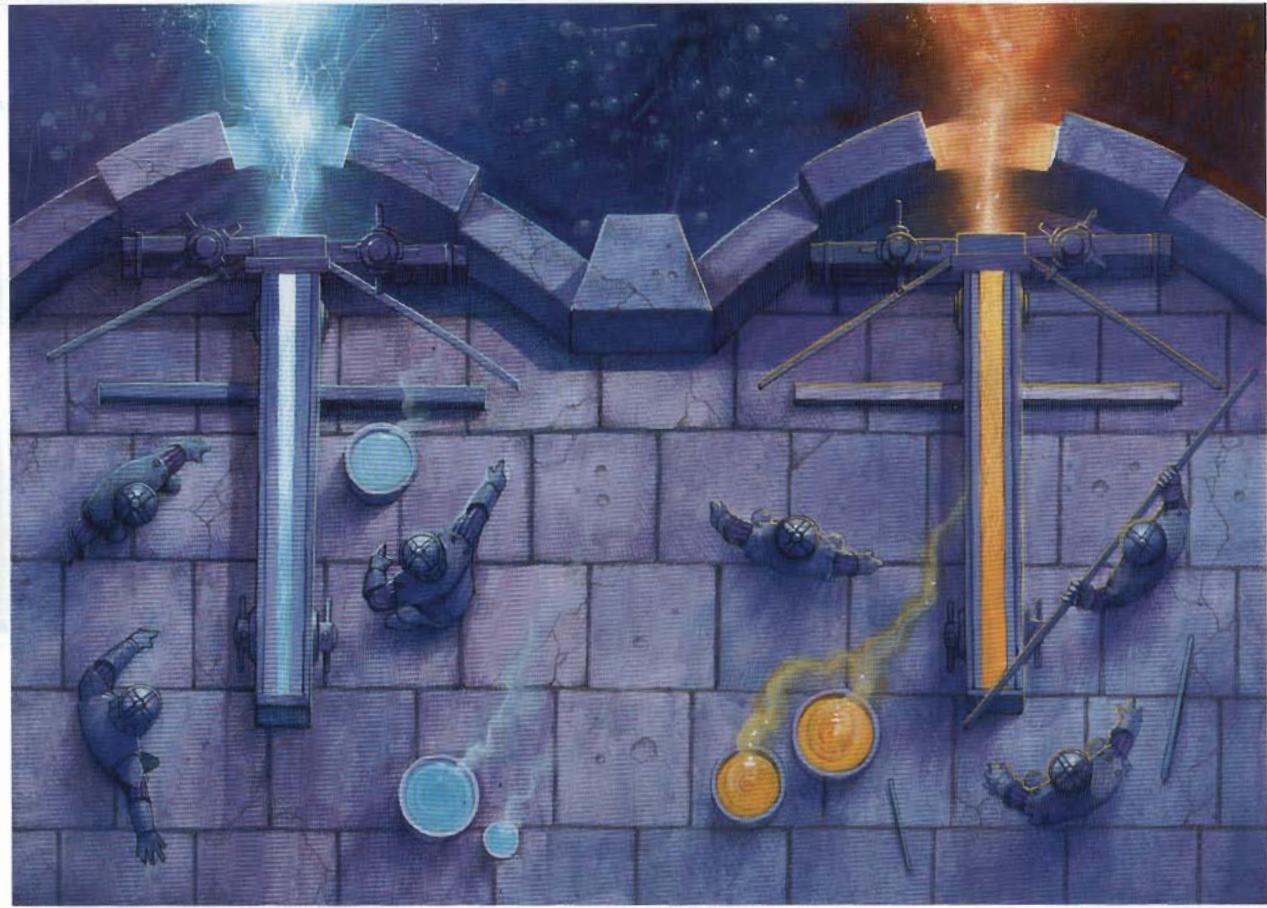
Black: All within 10 feet of the target square take 4d4 points of acid damage (Reflex DC 14 half). The gemstone used must be a piece of obsidian worth at least 100 gp.

Green: All within 15 feet of the target square take 4d6 points of acid damage (Reflex DC 16 half). The gemstone used must be an emerald worth at least 400 gp.

Blue: All within 20 feet of the target square take 4d8 points of electricity damage (Reflex DC 16 half). The gemstone used must be a sapphire worth at least 500 gp.

Red: All within 30 feet of the target square take 4d10 points of fire damage (Reflex DC 18 half). The gemstone used must be a ruby worth at least 1,000 gp.

Strong transmutation; CL 15th; Craft Magic Arms and Armor; Price +10,000 gp.



Lightning ballista

Scorching ballista

Elemental Rockshot: This ordinary-looking catapult stone can be fired from a scorpion or heavy mangonel. After it impacts (dealing damage as normal), *elemental rockshot* transforms into a Small earth elemental, attacking nearby enemies for 5 rounds before crumbling into dust.

Faint conjuration; CL 5th; Craft Wondrous Item, *summon monster* III or *summon nature's ally* II; Price 750 gp.

Hellwasp Shot: This ammunition resembles a hardened mound of mud and can be loaded into any stone-throwing catapult. On impact, *hellwasp shot* deals no damage but instead breaks open and spews out a magically summoned swarm of hellwasps (see *Monster Manual* page 238). The swarm fills a 10-foot cube and attacks all creatures within that area for 10 rounds before disappearing. If *hellwasp shot* lands in a unit of creatures of 6 HD or less, it forces a morale check (see page 72).

Moderate conjuration; CL 10th; Craft Magic Arms and Armor, *summon monster* V; Price 2,500 gp.

Holy/Unholy Stone: This spherical clay ball is filled with the equivalent of five flasks of holy or unholy water. It deals 1d6 points of bludgeoning damage to its target. In addition, it breaks apart upon impact, allowing the holy stone version to deal 4d4 points of damage to any undead creature or evil outsider in the square it hits, and

2d4 points of damage to any such creature in an adjacent square. An unholy stone deals the same amount of damage to good outsiders.

Lightning Ballista: This magic light ballista does not use traditional ammunition. Instead, it fires a 60-foot line of lightning when triggered. Creatures in the path of the bolt take 5d6 points of electricity damage (Reflex DC 14 half). A lightning ballista can be fired only once per minute (except in a stormy environment, where it can be fired every other round). A lightning ballista requires no loading time or attack roll.

Moderate evocation; CL 5th; Craft Magic Arms and Armor, lightning bolt; Price 15,000 gp.

Scorching Ballista: This magic light ballista does not use traditional ammunition. Instead, it fires a 60-foot ray of fire when triggered. The operator of a scorching ballista makes an attack roll as normal for firing a ballista; however, he need only succeed on a ranged touch attack to strike his target. A target hit by the ray takes 4d6 points of fire damage. A scorching ballista can be fired only once per minute but requires no loading time.

Faint evocation; CL 3rd; Craft Magic Arms and Armor, scorching ray; Price 6,000 gp.

Self-Launching Stone: A self-launching stone provides all the benefit of a catapult, without the trouble of constructing

APPENDIX I: SAMPLE ARMIES

The following sample units are provided as a guide for quick army assemblage. Use the NPC tables provided in Chapter 4 of the *Dungeon Master's Guide* (pages 113–127) and the monster entries in the *Monster Manual* when creating these armies. Alternatively, many of these roles can be filled by the sample soldiers provided in Appendix II (beginning on page 142). For more on ranks (private, corporal, sergeant, lieutenant, captain, major, colonel, and general), see Table 4–5: Commander Ratings, page 75.

or maintaining a machine. On command, a self-launching stone flies into the air and strikes as if fired from a light mangonel, automatically hitting the target square. A self-launching stone only functions once, just like other magic siege weapon ammunition.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, telekinesis; Price 500 gp.

Spider Shot: This clay pot is filled with hundreds of venomous spiders and sealed with a large cork stopper. It deals 1d6 points of bludgeoning damage to its target. In addition, the contents spread over a 10-foot-by-10-foot square, creating a spider swarm (see *Monster Manual* page 239). This swarm attacks all creatures in or adjacent to its space but does not attack any creatures more than 5 feet away.

Tanglefoot Shot: This ammunition is essentially an enormous tanglefoot bag. It deals no damage to its target. Instead, all creatures within 5 feet of the impact square are affected as if they had come into contact with a tanglefoot bag (see *Player's Handbook* page 128); the creature in the impact square takes a –5 penalty on its save to avoid being glued to the floor.

TABLE 6–5: SPECIFIC SIEGE WEAPONS AND AMMUNITION

Special Ammunition	Price	Weight
Acid stone ^{1,2}	50 gp	10 lb.
Alchemist's stone ^{1,2}	100 gp	10 lb.
Catapult stone, adamantine	+100 gp/lb.	40–150 lb.
Holy/unholy stone ^{1,2}	125 gp	10 lb.
Tanglefoot shot ²	250 gp	20 lb.
Spider shot ^{1,2}	300 gp	10 lb.
Self-launching stone	500 gp	40 lb.
Elemental rockshot	750 gp	75 lb.
Hellwasp shot ²	2,500 gp	20 lb.
Ballista bolt, adamantine	3,001 gp	6 lb.
Dragonfire ram	4,000 gp	3,000 lb.
Scorching ballista	6,000 gp	400 lb.
Dragonshot catapult	10,000 gp	2,000 lb.
Lightning ballista	15,000 gp	400 lb.
Battering ram, adamantine	16,000 gp	3,000 lb.

1 In addition to any normal Craft (alchemy) check required to create the appropriate substance, each of these items requires a DC 10 Craft (pottery) check to manufacture the vessel.

2 Unless otherwise noted, these items can be fired only by a catapult capable of firing stones or shot.

HUMAN LARGE KINGDOM

Infantry

Squad	20 privates (fighter 1) plus 2 corporals (cleric 2) led by sergeant (fighter 3)
Platoon	3 squads (60 pvt/6 cpl/3 sgt) plus 3 lieutenants (cleric 4) led by captain (paladin 5)
Company	2 platoons (120 pvt/12 cpl/6 sgt/6 lt/2 cap) led by major (fighter 7)
Regiment	2 companies (240 pvt/24 cpl/12 sgt/12 lt/4 cap/2 maj) led by colonel (fighter 9)
Brigade	2 regiments (480 pvt/48 cpl/24 sgt/24 lt/8 cap/4 maj/2 col) led by general (fighter 11)

Elite Archers

Squad	10 sergeants led by lieutenant
Platoon	3 squads (30 sgt/3 lt) led by captain

Cavalry

Squad	5 corporals on light warhorses plus 10 sergeants on heavy warhorses led by lieutenant on heavy warhorse
Platoon	3 squads (15 cpl/30 sgt/3 lt) led by captain on heavy warhorse

Elite Guards

Squad	10 sergeants plus 5 cavalry sergeants led by cavalry lieutenant
Platoon	3 squads (30 sgt/15 cavalry sgt/3 cavalry lt) led by cavalry captain
Company	2 platoons (60 sgt/30 cavalry sgt/6 cavalry lt/3 cavalry cap) led by cavalry major

Tactics

A large human army tends to use its numerical advantage in battle, relying on simple and straightforward tactics to overwhelm opposing forces. Because of the large size of the regiments, leaders cannot change orders quickly. Therefore these armies march and attack in strict formations, using their archers first to deal long-range damage and to give the infantry and cavalry cover as they charge onto the field of battle. Platoons are often composed of two infantry squads and a single squad of elite archers or cavalry that can then be used in smaller skirmishes. Elite archer sergeants have *Weapon Focus* (longbow). Cavalry

sergeants have Weapon Focus (lance). All other sergeants have Weapon Focus (longsword). The elite guards are used to protect the ruler's keep or castle. At least one company of elite guards will be on duty at all times. The largest kingdoms will have several companies of elite guards stationed throughout the capital city as well as at least a regiment of infantry.

HUMAN SMALL KINGDOM

Infantry

Squad	10 privates (fighter 1) plus 2 corporals (cleric 2) led by sergeant (fighter 3)
Platoon	3 squads (30 pvt/6 cpl/3 sgt) plus 3 lieutenants (cleric 5) led by captain (paladin 6)
Company	2 platoons (60 pvt/12 cpl/6 sgt/6 lt/2 cap) led by major (fighter 7)
Regiment	2 companies (120 pvt/24 cpl/12 sgt/12 lt/4 cap/2 maj) led by colonel (fighter 9)

Cavalry

Squad	5 corporals on light warhorses plus 5 sergeants on light warhorses led by lieutenant on light warhorse
Platoon	3 squads (15 cpl/15 sgt/3 lt) led by captain on light warhorse

Guerrilla Forces

Unit	5 sergeants led by lieutenant
Cell	3 units (15 sgt/3 lt.) led by captain

Elite Guards

Squad	5 sergeants plus 5 lieutenants led by captain
Platoon	2 squads (10 sgt/10 lt/2 cap) led by major
Company	2 platoons (20 sgt/20 lt/4 cap/2 maj) led by colonel

Tactics

Small human armies cannot afford to fight in the rank-and-file manner of large kingdoms, so they must rely on speed and surprise. Their cavalry use light warhorses almost exclusively to allow them to attack faster and retreat more easily. These armies try to avoid battles on open fields, preferring forest combat or any terrain that forces a larger army to break up into smaller units. Small armies tend to be more disciplined—with greater direct supervision of squads—so each squad can show more initiative on the field of battle than in a larger army, giving them the ability to strike and retreat quickly. Infantry platoons often include a single cavalry squad. Guerrilla forces always operate separately from the main army, living off the land and hiding out among the general population if the kingdom has been invaded. The sergeants in guerrilla squads have Weapon Focus (shortbow), while cavalry sergeants have Weapon Focus (spear). All other sergeants have Weapon Focus (longsword). A single company of elite guards plus a company of infantry are housed at the ruler's keep at all times to protect against invasion. These

troops might be supplemented by platoons of cavalry and archers during wartime.

HUMAN CLAN STRUCTURE

Infantry

Squad	10 privates (fighter 1) led by corporal (cleric 2)
Platoon	3 squads (30 pvt/3 cpl) led by sergeant (fighter 3)
Company	2 platoons (60 pvt/6 cpl/2 sgt) plus 2 lieutenants (cleric 4) led by major (fighter 7)
Battalion	2 companies (120 pvt/12 cpl/4 sgt/4 lt/2 maj) led by colonel (fighter 9)
Regiment	2 battalions (240 pvt/24 cpl/8 sgt/8 lt/4 maj/2 col) led by general (fighter 11)
Brigade	1 infantry regiment (240 pvt/24 cpl/8 sgt/8 lt/4 maj/2 col/1 general) plus 3 cavalry companies (180 sgt/36 lt/18 maj/6 col)

Elite Cavalry

Squad	10 sergeants on light warhorses plus 2 lieutenants on light warhorses led by major on light warhorse
Platoon	3 squads (30 sgt/6 lt/3 maj) led by colonel on light warhorse
Company	2 platoons (60 sgt/12 lt/6 maj/2 col) led by general on light warhorse

Elite Guards

Squad	10 sergeants plus 5 cavalry sergeants plus 5 lieutenants led by cavalry major
Platoon	2 squads (20 sgt/10 cavalry sgt/10 lt/2 maj) led by cavalry colonel
Company	2 platoons (40 sgt/20 cavalry sgt/20 lt/4 mar/2 col) led by cavalry general

Tactics

The tactics for a clan differ depending on whether the fighting involves a single clan, a tribe, or an entire nation of tribes. A single clan contains at most one company of infantry plus a platoon of cavalry. Clan armies will employ hit-and-run tactics in most battles unless they have a clear numerical advantage. If two or more clans band together, they can field a battalion or even a regiment of infantry and one or more cavalry companies. These armies use their cavalry to hound much larger armies; their fast horses and sergeants with Weapon Focus (shortbow) enable them to deal a lot of damage without getting into melee. On rare occasions a single charismatic leader unites an entire nomadic nation, leading into battle one or more brigades of infantry and several companies of cavalry. This massive army can easily defeat even a large human kingdom's army by using quick cavalry archers with infantry support. Each clan has at least a platoon of elite guards devoted to safeguarding the clan's chieftain. Larger clans and tribes have one or more companies of elite guards protecting the chieftain's military base.

ELF

Infantry

Squad	20 privates (ranger 1) led by 2 sergeants (ranger 3) and 1 lieutenant (wizard 4)
Platoon	3 squads (60 pvt/6 sgt/3 lt) led by captain (wizard 5)
Company	2 platoons (80 pvt/12 sgt/6 lt/2 cap) led by major (ranger 7)
Regiment	2 companies (160 pvt/24 sgt/12 lt/4 cap/2 maj) led by colonel (wizard 9)
Brigade	2 regiments (360 pvt/48 sgt/24 lt/8 cap/4 maj/2 col) led by general (wizard 11)

Elite Archers

Squad	10 sergeants led by captain
Platoon	3 squads (30 sgt/3 cap) led by major

Elite Guards

Squad	5 sergeants plus 5 lieutenants led by captain
Platoon	3 squads (15 sgt/15 lt/3 cap) led by major
Company	3 platoons (45 sgt/45 lt/9 cap/3 maj) led by colonel and general

Tactics

Elf armies rely on archery and magic more than on swords and cavalry. The infantry's job is to maintain the defensive line while the archers and wizards deal out damage from long range. Elves are difficult to defeat in their own forest and elf armies rarely go on campaigns of conquest, so their armies tend to fight defensive battles, giving up ground only when necessary and usually to gain a tactical advantage. Elf sergeants all have Weapon Focus (longbow). A squad of elite archers can devastate an army that tries to invade the forest, first letting the elf infantry pin the intruders down, whereupon elf archers and wizards hiding in the trees pick them off. Elf platoons often contain a squad of elite archers and two squads of infantry. Platoons of elite guards protect the most sacred parts of the forest with hails of arrows and potent magic, usually backed up by an entire company of infantry.

DROW

Infantry

Squad	10 privates (normal drow) led by sergeant (fighter 2)
Platoon	3 squads (30 pvt/3 sgt) led by lieutenant (wizard 3)
Company	2 platoons (60 pvt/6 sgt/2 lt) led by captain (wizard 5)
Regiment	2 companies (120 pvt/12 sgt/4 lt/2 cap) led by colonel (female cleric 9)
Brigade	2 regiments (240 pvt/24 sgt/8 lt/4 cap/2 col) led by general (female cleric 11)

Cavalry

Squad	5 drider riders (captains riding driders) led by colonel riding drider
Platoon	3 squads (15 cap/3 col) led by general riding drider

Elite Guards

Squad	10 sergeants plus 5 lieutenants led by cavalry captain
Platoon	3 squads (30 sgt/15 lt/3 cavalry cap) led by cavalry colonel
Company	2 platoons (60 sgt/30 lt/6 cavalry cap/2 cavalry col) led by cavalry general

Tactics

Drow armies rely on fear and surprise rather than numbers to win battles. Drow officers are not afraid to toss area spells among their own infantry to deal massive damage to enemy troops engaged in melee. Sergeants normally choose Weapon Focus (longbow) and always use poison-tipped arrows in combat. A platoon of infantry on patrol will often contain at least one squad of cavalry and two squads of infantry. The captains launch offensive magic while the driders protect their charges from soldiers who close for melee. In times of war, platoons of cavalry march behind an infantry company, using the drow privates as fodder while the enemy takes a magical onslaught from the cavalry. Squads of elite guards protect the major houses of drow cities, with platoons dispatched to the most powerful families and entire companies protecting the ruling council.

DWARF

Infantry

Squad	20 privates (fighter 1) plus 2 sergeants (barbarian 3) and 1 lieutenant (cleric 4)
Platoon	2 squads (40 pvt/4 sgt/2 lt) led by captain (fighter 5)
Company	2 platoons (80 pvt/8 sgt/4 lt/2 cap) led by major (cleric 7)
Regiment	2 companies (160 pvt/16 sgt/8 lt/4 cap/2 maj) led by colonel (fighter 9)
Brigade	2 regiments (320 pvt/32 sgt/16 lt/8 cap/4/maj/2 col) led by general (fighter 11)

Berserkers

Squad	10 berserkers (sergeants) led by 2 lieutenants and 1 captain
Platoon	2 squads (20 sgt/4 lt/2 cap) led by major

Elite Guards

Squad	5 sergeants plus 5 lieutenants led by captain
Platoon	3 squads (15 sgt/15 lt/3 cap) led by major
Company	2 platoons (30 sgt/30 lt/6 cap/2 maj) led by colonel

Tactics

Dwarves like to fight in a straightforward manner. They rush out to meet the enemy and swing their hammers and axes until they are done. Dwarves rarely go to war on anyone else's terms. They like to fight in mountain passes or in long tunnels where enemy archers, wizards, and cavalry are nearly useless. Dwarves are at their fiercest when defending their homeland, which is also the terrain that suits their style best; in close quarters, dwarf fighters are second to none. When forced to fight on open plains, dwarf clans are likely to send in platoons of berserkers with Weapon Focus (greataxe), who can tear through a company of regular infantry in a barbarian rage almost before enemy officers have time to react. Closer to home, the elite guards protect dwarf mines and weapon stashes as well as the clan leaders, the berserker sergeants backed up by cleric lieutenants to keep the berserkers on their feet and in the battle.

GNOME

Infantry

Squad	10 privates (rogue 1) led by sergeant (rogue 3)
Platoon	3 squads (30 pvt/3 sgt) led by captain (bard 5)
Company	2 platoons (60 pvt/6 sgt/2 cap) led by major (bard 8)
Regiment	3 companies (180 pvt/18 sgt/6 cap/3 maj) led by general (bard 11)

Guerrilla Forces

Unit	5 sergeants plus 2 captains led by major
Cell	3 units (15 sgt/6 cap/2 maj) led by general

Elite Guards

Squad	10 sergeants led by captain
Platoon	3 squads (30 sgt/3 cap) led by major
Company	2 platoons (60 sgt/6 cap/3 maj) led by general

Tactics

Gnomes use tactics that rely heavily upon deception and surprise. They use their skill at hiding and the officers' illusion magic to gain surprise and then sneak attack their enemies. After the initial attack, gnome soldiers attempt to flank as many opponents as possible for further sneak attacks. If outnumbered, they retreat and resort to hit-and-run maneuvers to deal as much sneak attack damage as possible. Gnome guerrilla forces are highly skilled at such maneuvers and use this tactic to offset the disadvantage of often being outnumbered (due to their small armies). Their best soldiers are kept close to home in elite guards to protect their dwellings from attack. Gnomes rarely go out searching for war, but when it comes to them, they fight furiously to protect their homes.

ORC

Infantry

Squad	10 privates (normal orcs) plus corporal (barbarian 2) led by sergeant (barbarian 3)
Platoon	3 squads (30 pvt/3 cpl/3 sgt) led by lieutenant (barbarian 4)
Company	2 platoons (60 pvt/6 cpl/6 sgt/2 lt) led by captain (barbarian 5)
Battalion	3 companies (180 pvt/18 cpl/18 sgt/6 lt/3 cap) led by major (barbarian 7)
Regiment	2 battalions (360 pvt/36 cpl/36 sgt/12 lt/6 cap/2 maj) led by colonel (barbarian 9)
Brigade	3 regiments (1,080 pvt/108 cpl/108 sgt/36 lt/18 cap/6 maj/3 col) led by general (barbarian 11)

Elite Guards

Squad	10 sergeants led by lieutenant
Platoon	3 squads (30 sgt/3 lt) led by captain
Company	2 platoons (60 sgt/6 lt/2 cap) led by major
Battalion	3 companies (180 sgt/18 lt/6 cap/3 maj) led by 3 colonels and general

Tactics

Orcs' tactics are simple: Charge into battle and attack the nearest enemy. Orcs rely on their numbers and the strength of their mighty greataxes to cut most enemy forces down to size. Even with a corporal and a sergeant with Weapon Focus (greataxe) in every squad, orc armies have no discipline to speak of. Most soldiers enter a battle frenzy at the first sign of a foe, which leaves them vulnerable if the battle last long enough or if it takes too long get into the melee. Orc officers are just as undisciplined as their troops, rushing headlong into battle before sizing up the enemy. This chaos is an orc army's greatest asset and its greatest weakness. It is almost impossible to plan for meeting an orc attack—but once it begins, delaying tactics often work quite well. Orc homelands are protected by elite guards who are all battle-hardened but still impulsive, throwing themselves into combat with frightening zest.

GOBLINOIDS

Infantry

Squad	10 privates (normal goblins) led by corporal (goblin rogue 2)
Platoon	3 squads (30 pvt/3 cpl) led by sergeant (goblin rogue 3)
Company	2 platoons (60 pvt/6 cpl/2 sgt) led by lieutenant (hobgoblin fighter 4)
Battalion	3 companies (180 pvt/18 cpl/6 sgt/3 lt) led by captain (hobgoblin fighter 5)
Regiment	2 battalions (360 pvt/36 cpl/12 sgt/6 lt/2 cap) led by colonel (bugbear rogue 6)
Brigade	2 regiments (720 pvt/72 cpl/24 sgt/12 lt/4 cap/2 col) led by general (bugbear rogue 8)

Cavalry

Squad	5 goblin corporals on wolves plus 5 goblin sergeants on worgs led by lieutenant on 5 HD worg
Platoon	3 squads (15 cpl/15 sgt/3 lt) led by captain on 6 HD worg

Elite Guards

Squad	10 goblin corporals plus 5 goblin sergeants plus 5 cavalry sergeants led by cavalry lieutenant
Platoon	3 squads (30 cpl/15 sgt/15 cavalry sgt/3 cavalry lt) led by cavalry captain
Company	2 platoons (60 cpl/30 sgt/30 cavalry sgt/6 cavalry lt/2 cavalry cap) led by colonel

Tactics

Goblins are much more disciplined than orcs. They march in formation on the way to war, spread out across the battlefield in even ranks and files, and advance or retreat on command from their bugbear officers. The infantry often follows the cavalry into battle, picking off soldiers downed by the initial rush of wolves and worgs before entering melee. When an entire goblin nation decides to go to war, the army's devastating numbers and disciplined tactics can challenge the largest human armies.

Individual goblin tribes sport armies no bigger than a single infantry company and a cavalry platoon. These are often sent out as warbands against other tribes, nearby orc villages, or even small human kingdoms. When provoked or incited by a charismatic leader, tribes band together into a horde that marches out of the mountains to devastate the countryside. Hobgoblin officers have Weapon Focus (longsword), while cavalry officers have Weapon Focus (javelin). Elite guards defend goblin strongholds, but entire elite guard companies are sometimes sent out as warbands if the tribe is desperate.

LIZARDFOLK**Infantry**

Squad	5 privates (normal lizardfolk) led by sergeant (lizardfolk druid 2) and lieutenant (lizardfolk barbarian 3)
Platoon	3 squads (15 pvt/3 sgt/3 lt) led by captain (lizardfolk druid 5)
Company	3 platoons (45 pvt/9 sgt/9 lt/3 cap) led by colonel (lizardfolk barbarian 8)
Regiment	3 companies (135 pvt/27 sgt/27 lt/9 cap/3 col) led by general (water naga)

Guerrilla Forces

Unit	5 sergeants led by lieutenant
Cell	3 units (15 sgt/3 lt) led by captain

Elite Guards

Squad	5 sergeants plus 5 lieutenants led by captain
Platoon	3 squads (15 sgt/15 lt/3 cap) led by colonel

Company 2 platoons (30 sgt/30 lt/6 cap/2 col) led by general

Tactics

Lizardfolk armies are hampered by their small numbers. But in their homeland swamps, their hit-and-run tactics and the harsh environment that only they can easily command can be devastating to invading forces. Lizardfolk armies literally rise up out of the swamp and attack before invaders even realize what's happening. Many lizardfolk officers also have a certain command of nature that typically stops an enemy force in its tracks. Lizardfolk guerrilla units roam the swamps at all times, ready to repulse enemies of the tribe with their giant lizard companions and druid magic. If an army does manage to penetrate deep into the swamp, it will be met by squads of elite guards supported by infantry, giant lizards, druids, and clerics. Lizardfolk sergeants have Weapon Focus (greatclub) while guerrilla force sergeants have Weapon Focus (javelin).

GIANT RACES**Infantry**

Squad	5 privates (normal ogres) plus 1 corporal (ogre mage) led by sergeant (troll)
Platoon	2 squads (10 pvt/2 cpl/2 sgt) plus 2 lieutenants (hill giant) led by captain (stone giant)
Company	2 platoons (20 pvt/4 cpl/4 sgt/4 lt/2 cap) led by major (frost giant)
Regiment	2 companies (40 pvt/8 cpl/8 sgt/8 lt/4 cap/2 maj) led by colonel (fire giant)
Brigade	2 regiments (80 pvt/16 cpl/16 sgt/16 lt/8 cap/4 maj/2 col) led by general (storm giant)

Artillery

Squad	5 lieutenants led by captain
Platoon	3 squads (15 lt/3 cap) led by major

Elite Guards

Squad	5 sergeants led by lieutenant
Platoon	3 squads (15 sgt/3 lt) led by captain
Company	2 platoons (30 sgt/6 lt/2 cap) led by major

Tactics

Giant armies don't have to be big because the soldiers are Large (and even Huge). The giant races don't often band together to form an army, but when they do, it's a devastating force. Ogre infantry backed up by ogre mages and trolls can wade into battle with multiple attacks, spell-like abilities, and even regeneration. Content to fight head to head in open battle, giant armies rarely retreat even when facing overwhelming odds. When platoons combine into companies and larger groups, infantry and artillery squads go hand in hand onto the battlefield. Artillery officers lob rocks across the battlefield to soften up the opposing military (targeting wizards and enemy siege engines whenever possible).

before the infantry moves in to methodically finish the battle. A single company or even a platoon of giants can ravage a small kingdom.

APPENDIX II: SAMPLE SOLDIERS

Use these ready-made characters to shorten preparation time when constructing battlefield encounters (see Chapter 3), either as foes the player characters must face or as NPC allies who accompany them on a mission.

Human Soldiers

Human Regular: Male or female human warrior 1; CR 1/2; Medium humanoid; HD 1d8+1; hp 5; Init +0; Spd 20 ft.; AC 16, touch 10, flat-footed 16; Atk +3 melee (1d8+1/19–20, longsword) or +2 ranged (1d8/19–20, light crossbow); AL varies; SV Fort +3, Ref +0, Will –1; Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb –1, Jump –7, Spot +1; Weapon Focus (longsword), Weapon Focus (light crossbow).

Possessions: scale mail, heavy wooden shield, longsword, light crossbow, 20 bolts.

Human Archer: Male or female human warrior 1; CR 1/2; Medium humanoid; HD 1d8; hp 4; Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Atk +2 melee (1d6+1/19–20, short sword) or +3 ranged (1d8/x3, longbow); AL varies; SV Fort +2, Ref +1, Will –1; Str 12, Dex 13, Con 11, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +2, Jump +2, Listen +1, Spot +1; Point Blank Shot, Weapon Focus (longbow).

Possessions: studded leather armor, short sword, longbow, 25 arrows.

Human Sniper: Male or female human fighter 2; CR 2; Medium humanoid; HD 2d10+2; hp 13; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Atk +4 melee (1d6+2/19–20, short sword) or +6 ranged (1d8+2/x3, masterwork composite longbow); Full Atk +4/+4 ranged (1d8+2/x3, masterwork composite longbow); AL varies; SV Fort +4, Ref +2, Will +1; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +5, Jump +6, Spot +1; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow).

Possessions: masterwork chain shirt, masterwork buckler, short sword, masterwork composite longbow (+2 Str bonus), 25 arrows, potion of cat's grace, potion of cure light wounds.

Human Soldier: Male or female human fighter 2; CR 2; Medium humanoid; HD 2d10+4 plus 3; hp 22; Init +1; Spd 20 ft.; AC 19, touch 10, flat-footed 19; Atk +6 melee (1d10+2/19–20, masterwork bastard sword) or +4 ranged (1d8/19–20, masterwork light crossbow); AL varies; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +0, Jump –6, Spot +3; Exotic Weapon Proficiency (bastard sword), Power Attack, Toughness, Weapon Focus (bastard sword).

Possessions: masterwork half-plate, masterwork heavy steel shield, masterwork bastard sword, masterwork light crossbow, 20 bolts, potion of endurance, potion of bull's strength, potion of cure light wounds.

Human Cleric Corporal: Male or female human cleric 3; CR 3; Medium humanoid; HD 3d8+6; hp 23; Init –1; Spd 20 ft.; AC 19, touch 9, flat-footed 19; Base Atk +2; Grp +3; Atk +5 melee (1d8+1, masterwork morningstar); SA spells, turn undead 4/day (+1, 2d6+4, 3rd); SQ commander rating 1, protective commander; AL LG; SV Fort +5, Ref +2, Will +5; Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Concentration +8, Heal +8 (+10 with healer's kit), Spellcraft +6; Brew Potion, Combat Casting, Lightning Reflexes, Weapon Focus (morningstar).

Protective Commander: Allies within 30 feet gain a +1 morale bonus on saving throws.

Cleric Spells Prepared (caster level 3rd): 0—detect magic, detect poison, guidance, resistance; 1st—bless, magic weapon^D, remove fear, shield of faith; 2nd—bear's endurance, hold person (DC 14), spiritual weapon^D.

D: Domain spell. **Domains:** War (Weapon Focus with morningstar) and Healing (cast healing spells at +1 caster level).

Possessions: full plate, heavy steel shield, 5 potions of cure light wounds, masterwork morningstar, healer's kit.

Human Soldier Sergeant: Male human fighter 3; CR 3; Medium humanoid; HD 3d10+6; hp 27; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Atk +3; Grp +5; Atk +7 melee (1d8+2/19–20, masterwork longsword) or +5 ranged (1d8+2/x3, masterwork composite longbow); SQ commander rating 2, maneuvering commander; SV Fort +5, Ref +2, Will +1; AL CG; Str 15, Dex 13, Con 14, Int 8, Wis 10, Cha 12.

Skills and Feats: Handle Animal +3, Intimidate +5, Ride +5, Spot +2; Mounted Combat, Mounted Archery, Point Blank Shot, Precise Shot, Weapon Focus (longsword).

Maneuvering Commander: Any ally who starts her turn within 30 feet of this sergeant and moves at least 10 feet gains a +2 morale bonus on the next melee attack roll she makes during her turn.

Possessions: full plate, heavy steel shield, masterwork longsword, masterwork composite longbow (+2 Str bonus), 20 arrows, light warhorse.

Human Cleric Lieutenant: Male human cleric 4; CR 4; Medium humanoid; HD 4d8+8; hp 29; Init –1; Spd 20 ft.; AC 18, touch 9, flat-footed 18; Base Atk +3; Grp +4; Atk +6 melee (1d8+1/19–20, masterwork longsword) or +3 ranged (1d10/19–20, masterwork light crossbow); SA turn undead 4/day (+1, 2d6+5, 4th); SQ commander rating 3, healing commander; SV Fort +6, Ref +2, Will +7; AL LG; Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +6, Diplomacy +8, Heal +7, Knowledge (history) +1, Sense Motive +8, Spot +4; Combat Casting, Lightning Reflexes, Negotiator, Weapon Focus (longsword)³.

Healing Commander: Whenever this character uses a spell or effect to heal damage taken by an ally, he can attempt a rally check as a free action to improve that ally's morale.

Cleric Spells Prepared (caster level 4th): 0—detect magic (2), guidance, light (2); 1st—bless (2), cause fear (DC 17), magic weapon^D, sanctuary (DC 17); 2nd—aid, bull's strength, calm emotions^D (DC 18), silence (DC 18).

D: Domain spell. Domains: Law (cast law spells at +1 caster level), War (free Martial Weapon Proficiency with deity's favored weapon and Weapon Focus with deity's favored weapon).

Possessions: half-plate, heavy steel shield, masterwork longsword, masterwork heavy crossbow, 10 bolts, jar of healing salve, silver holy symbol, light warhorse.

Human Elite Soldier: Male or female human fighter 4; CR 4; Medium humanoid; HD 4d10+8 plus 3; hp 37; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Atk or Full Atk +9 melee (1d10+5/19–20, masterwork bastard sword) or +6 ranged (1d8/19–20, masterwork light crossbow); AL varies; SV Fort +6, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +4, Jump –2, Spot +4; Cleave, Exotic Weapon Proficiency (bastard sword), Power Attack, Toughness, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: masterwork full plate, masterwork heavy steel shield, masterwork bastard sword, masterwork light crossbow, 20 bolts, potion of bear's endurance, potion of bull's strength, potion of cure moderate wounds.

Human Elite Archers: Male or female human fighter 4; CR 4; Medium humanoid; HD 4d10+4; hp 30; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Atk +6 melee (1d6+2/19–20, short sword) or +9 ranged (1d8+5/x3, +1 composite longbow); Full Atk +7/+7 ranged (1d8+5/x3, +1 composite longbow); AL varies; SV Fort +5, Ref +4, Will +2; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +8, Jump +8, Spot +4; Point Blank Shot, Precise Shot, Rapid Shot, Ready Shot*, Weapon Focus (longbow), Weapon Specialization (longbow).

*New feat described on page 99.

Possessions: masterwork chain shirt, masterwork buckler, short sword, +1 composite longbow (+2 Str bonus), 25 arrows, potion of cat's grace, potion of cure moderate wounds.

Human Elite Cavalry: Male or female human fighter 5; CR 5; Medium humanoid; HD 5d10+5; hp 37; Init +2; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Atk or Full Atk +10 melee (1d8+6/x3, +1 lance); AL varies; SV Fort +5, Ref +3, Will +1; Str 16, Dex 14, Con 13, Int 12, Wis 10, Cha 8.

Skills and Feats: Handle Animal +7, Jump –1, Ride +12, Spot +4; Mounted Combat, Ride-By Attack, Spirited

Charge, Trample, Weapon Focus (lance), Weapon Specialization (lance).

Possessions: Masterwork full plate, masterwork large steel shield, +1 lance, potion of bull's strength, potion of cure moderate wounds.

Human Knight Captain: Female human paladin 5; CR 5; Medium humanoid; HD 5d10+10; hp 42; Init –1; Spd 20 ft.; AC 18, touch 9, flat-footed 18; Base Atk +5; Grp +7; Atk or Full Atk +8 melee (1d8+2/19–20, masterwork longsword) or +5 ranged (1d8+2/x3, masterwork composite longbow); SA smite evil 2/day, spells, turn undead 5/day (+2, 2d6+4, 2nd); SQ aura of courage, commander rating 4, detect evil, divine grace, divine health, lay on hands 10 points/day, melee commander, special mount 1/day (10 hours, heavy warhorse), special mount benefits; SV Fort +8, Ref +2, Will +4; AL LG; Str 15, Dex 8, Con 14, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +5, Handle Animal +9, Heal +7, Ride +7; Mounted Combat, Ride-by Attack, Spirited Charge.

Aura of Courage (Su): Immune to fear, magical or otherwise. Allies within 10 feet gain +4 morale bonus on saves against fear.

Detect Evil (Sp): As the spell, at will.

Divine Health (Ex): Immunity to disease.

Melee Commander: Allies within 30 feet gain a +1 morale bonus on melee attacks.

Special Mount Benefits: Empathic link, share spells. PH 45.

Paladin Spells Prepared (caster level 2nd): 1st—magic weapon.

Possessions: masterwork half-plate, masterwork heavy steel shield, masterwork longsword, masterwork composite longbow (+2 Str bonus), 20 arrows, Quaal's feather token (bird), bless weapon oil (2), potion of darkvision, potion of haste, potion of cure serious wounds.

Heavy Warhorse: Large magical beast; HD 6d8+18; hp 45; Init +1; Spd 50 ft.; AC 18, touch 10, flat-footed 17; Base Atk +4; Grp +12; Atk +7 melee (1d6+4 hoofs); Full Atk +7/+7 melee (1d6+4, 2 hooves) and +5 melee (1d4+2, bite); Space/Reach 10 ft./5 ft.; SQ improved evasion, low-light vision, scent; SV Fort +8, Ref +6, Will +3; Str 19, Dex 13, Con 17, Int 6, Wis 13, Cha 6.

Skills and Feats: Listen +6, Spot +5; Endurance, Run, Multiattack.

Improved Evasion (Ex): No damage on successful Reflex save and half damage if the save fails.

Human Sniper Major: Male human fighter 7; CR 7; Medium humanoid; HD 7d10+14; hp 57; Init +1; Spd 20 ft.; AC 22, touch 11, flat-footed 21; Base Atk +7; Grp +10; Atk +12 melee (1d8+6/19–20, +1 longsword) or +10 ranged (1d8+3/x3, masterwork composite longbow); Full Atk +12/+7 melee (1d8+6/19–20, +1 longsword) or +10/+5 ranged (1d8+3/x3, masterwork composite longbow); SQ commander rating 5, steadfast commander; SV Fort +7,

Ref +3, Will +2; AL LN; Str 16, Dex 13, Con 14, Int 8, Wis 10, Cha 12.

Skills and Feats: Diplomacy +2, Handle Animal +6, Intimidate +2, Knowledge (history) +1, Ride +7, Spot +2; Leadership, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Weapon Focus (composite longbow), Weapon Focus (longsword); Weapon Specialization (longsword).

Steadfast Commander: Allies within 30 feet gain a +2 morale bonus to AC against foes who move at least 5 feet before attacking.

Possessions: +1 full plate, heavy steel shield, +1 longsword, masterwork composite longbow (+3 Str bonus), 20 arrows, Quaal's feather token (bird), potion of haste, potion of cure serious wounds, keen edge oil, heavy warhorse.

Human Soldier Colonel: Female human fighter 9; CR 9; Medium humanoid; HD 9d10+18; hp 72; Init +1; Spd 20 ft.; AC 23, touch 11, flat-footed 22; Base Atk +9; Grp +12; Atk +14 melee (1d8+6/19-20, +1 longsword) or +12 ranged (1d8+6/x3, +1 composite longbow); Full Atk +14/+9 melee (1d8+6/19-20, +1 longsword) or +12/+7 ranged (1d8+6/x3, +1 composite longbow); SQ commander rating 6, melee commander; SV Fort +8, Ref +4, Will +3; AL NG; Str 17, Dex 13, Con 14, Int 8, Wis 10, Cha 12.

Skills and Feats: Diplomacy +3, Handle Animal +6, Intimidate +3, Knowledge (history) +2, Ride +8, Spot +1; Leadership, Mounted Archery, Mounted Combat, Point Blank Shot, Power Attack, Precise Shot, Weapon Focus (composite longbow), Weapon Focus (longsword); Weapon Specialization (composite longbow), Weapon Specialization (longsword).

Melee Commander: Allies within 30 feet gain a +1 morale bonus on melee attacks.

Possessions: +1 full plate, +1 heavy steel shield, +1 longsword, +1 composite longbow (+3 Str bonus), 20 arrows, Quaal's feather token (bird), potion of haste, potion of cure serious wounds, keen edge oil, heavy warhorse.

Human Sniper General: Male human fighter 11; CR 11; Medium humanoid; HD 11d10+22; hp 87; Init +2; Spd 20 ft.; AC 24, touch 11, flat-footed 23; Base Atk +11; Grp +14; Atk +17 melee (1d8+7/19-20, +2 longsword) or +15 ranged (1d8+6/x3, +1 composite longbow); Full Atk +17/+12/+7 melee (1d8+7/19-20, +2 longsword) or +15/+10/+5 ranged (1d8+6/x3, +1 composite longbow) or +13/+13/+8/+3 ranged (1d8+6/x3, +1 composite longbow); SQ archery commander, commander rating 7; SV Fort +9, Ref +5, Will +3; AL CG; Str 16, Dex 14, Con 14, Int 8, Wis 10, Cha 12.

Skills and Feats: Diplomacy +3, Handle Animal +6, Knowledge (history) +4, Ride +9, Spot +2; Extra Followers*, Leadership, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Focus (longsword), Weapon Specialization (composite longbow), Weapon Specialization (longsword).

*New feat described on page 97.

Archery Commander: Allies within 30 feet gain a +1 morale bonus on ranged attacks. This general adds +1 to the save DC of any volley of arrows that he directs.

Possessions: +2 full plate, +1 heavy steel shield, +2 longsword, +1 composite longbow (+3 Str bonus), 20 arrows, Quaal's feather token (bird), potion of haste, potion of cure serious wounds, keen edge oil, heavy warhorse.

Freuntin, Druid of Obad-Hai: Human druid 11; CR 11; Medium humanoid; HD 11d8+22; hp 75; Init +0; Spd 30 ft.; AC 19, touch 11, flat-footed 19; Base Atk +8; Grp +7; Atk +7 melee (1d6-1 quarterstaff); Full Atk +7/+2 melee (1d6-1 quarterstaff); SA spells; SQ animal commander, animal companion, commander rating 3, immunity to poison, nature sense, resist nature's lure, trackless step, wild empathy +12 (+8 magical beasts), wild shape 4/day, woodland stride; AL N; SV Fort +11, Ref +5, Will +13; Str 8, Dex 10, Con 14, Int 12, Wis 19, Cha 13.

Skills and Feats: Concentration +14, Diplomacy +13, Handle Animal +13, Knowledge (nature) +15, Listen +13, Ride +2, Spellcraft +12, Spot +13, Survival +15 (+17 aboveground natural environment); Augment Summoning, Combat Casting, Leadership, Natural Spell, Spell Focus (conjunction).

Animal Commander: Animal and magical beast allies with Int scores of 1 or higher gain a +2 morale bonus on saving throws.

Resist Nature's Lure (Ex): +4 bonus on saves against spell-like abilities of fey.

Trackless Step (Ex): Leaves no trail in natural surroundings and cannot be tracked.

Wild Shape (Su): Change into a Tiny to Large animal and back again, as polymorph. PH 37.

Woodland Stride (Ex): Move through natural overgrown areas at normal speed without damage. PH 36.

Druid Spells Prepared (caster level 11th): 0—cure minor wounds (2), detect magic, guidance, know direction, read magic; 1st—cure light wounds (2), entangle (DC 15), faerie fire, longstrider, shillelagh; 2nd—animal messenger, bear's endurance, lesser restoration, summon swarm, warp wood; 3rd—call lightning (DC 17), cure moderate wounds, plant growth, quench, spike growth; 4th—dispel magic, flame strike (DC 18), ice storm (DC 18), spike stones; 5th—call lightning storm (DC 19), cure critical wounds; 6th—wall of stone.

Possessions: +2 hide armor, +1 heavy wooden shield, ring of protection +1, periapt of wisdom +2, cloak of resistance +2, pearl of power 1, pearl of power 2, masterwork quarterstaff.

Drow Soldiers

Drow Sergeant: Male drow fighter 3; CR 4; Medium humanoid (elf); HD 3d10+3; hp 24; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +3; Grp +5; Atk +6 melee (1d6+2/18-20, masterwork rapier) or +7 ranged (1d4/19-20, masterwork hand crossbow); SA spell-like abilities; SQ commander rating 2, darkvision 120 ft., drow traits, opportunistic commander, spell resistance 14; SV Fort +4, Ref +3, Will +1 (+3 against spells and enchantments); AL NE; Str 15, Dex 15, Con 12, Int 10, Wis 10, Cha 14.

Skills and Feats: Climb +4, Intimidate +6, Listen +2, Ride +6, Search +2, Spot +2; Blind-Fight, Point Blank Shot, Precise Shot, Weapon Focus (hand crossbow).

Drow Traits (Ex): Immune to magic sleep effects; able to notice secret or concealed doors (PH 16); spell-like abilities (1/day—dancing lights, darkness, and faerie fire as the spells from a 3rd-level caster); light blindness (blinded for 1 round by abrupt exposure to bright light, -1 circumstance penalty on all attack rolls, saves, and checks while operating in bright light).

Opportunistic Commander: Allies within 30 feet deal an extra 1d6 points of damage on any successful attack of opportunity.

Possessions: +1 chain shirt, light steel shield, masterwork rapier, masterwork hand crossbow, 10 bolts, potion of cure moderate wounds.

Drow Spellguard Lieutenant: Male drow wizard 3; CR 4; Medium humanoid (elf); HD 3d4+3 plus 3; hp 15; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +1; Grp +0; Atk +0 melee (1d6-1/18-20, rapier) or +4 ranged (1d4/19-20, masterwork hand crossbow); SA spell-like abilities, spells; SQ bloodthirsty commander, commander rating 3, darkvision 120 ft., drow traits, spell resistance 14; SV Fort +3, Ref +4, Will +4 (+6 against spells and enchantments); AL NE; Str 8, Dex 15, Con 12, Int 17, Wis 10, Cha 14.

Skills and Feats: Concentration +6, Decipher Script +8, Knowledge (arcana) +8, Knowledge (dungeoneering) +8, Knowledge (history) +8, Listen +2, Search +5, Spellcraft +8, Spot +2; Combat Casting, Scribe Scroll, Toughness.

Bloodthirsty Commander: Allies within 30 feet gain a +1 morale bonus on damage rolls against wounded creatures.

Drow Traits (Ex): Immunity to magic sleep effects; able to notice secret or concealed doors (PH 16); spell-like abilities (1/day—dancing lights, darkness, and faerie fire as the spells from a 3rd-level caster); light blindness (blinded for 1 round by abrupt exposure to bright light, -1 circumstance penalty on all attack rolls, saves, and checks while operating in bright light).

Wizard (Evoker) Spells Prepared (caster level 3rd; prohibited schools illusion and necromancy): 0—acid splash (+3 ranged touch), detect magic, flare (DC 13), message, ray of frost (+3 ranged touch); 1st—burning hands (DC 14), mage armor, magic missile, shield; 2nd—flaming sphere (DC 15), protection from arrows, scorching ray* (ranged touch +3).

Possessions: +1 cloak of resistance, rapier, masterwork hand crossbow, 10 bolts, scroll of web, scroll of see invisibility, potion of cure light wounds, potion of cure moderate wounds, wand of detect magic.

Drow Spellguard Captain: Male drow wizard 5; CR 6; Medium humanoid (elf); HD 5d4+5 plus 3; hp 22; Init 2; Spd 30 ft.; AC 13, touch 12, flat-footed 11; Base Atk +2; Grp +1; Atk +2 melee (1d6-1/18-20, masterwork rapier) or +5 ranged (1d4/19-20, masterwork hand crossbow); SA spell-like abilities, spells; SQ bloodthirsty commander,

commander rating 4, darkvision 120 ft., drow traits, spell resistance 16; SV Fort +3, Ref +4, Will +5 (+7 against spells and enchantments); AL NE; Str 8, Dex 15, Con 12, Int 18, Wis 10, Cha 14.

Skills and Feats: Concentration +8, Decipher Script +11, Knowledge (arcana) +11, Knowledge (dungeoneering) +11, Knowledge (history) +11, Listen +2, Search +6, Spellcraft +13, Spot +2; Combat Casting, Extend Spell, Scribe Scroll, Toughness.

Bloodthirsty Commander: Allies within 30 feet gain a +1 morale bonus on damage rolls against wounded creatures.

Drow Traits (Ex): Immunity to magic sleep effects; able to notice secret or concealed doors (PH 16); spell-like abilities (1/day—dancing lights, darkness, and faerie fire as the spells from a 5th-level caster); light blindness (blinded for 1 round by abrupt exposure to bright light, -1 circumstance penalty on all attack rolls, saves, and checks while operating in bright light).

Wizard (Evoker) Spells Prepared (caster level 5th; prohibited schools illusion and necromancy): 0—acid splash (ranged touch +4), detect magic, flare (DC 14), message, ray of frost (ranged touch +4); 1st—burning hands (DC 15), mage armor, magic missile (2), shield; 2nd—flaming sphere (DC 16), Melf's acid arrow (ranged touch +4), protection from arrows, scorching ray (ranged touch +4); 3rd—fireball (DC 17), haste, lightning bolt (DC 17).

Possessions: Bracers of armor +1, masterwork rapier, masterwork hand crossbow, 10 bolts, cloak of resistance +1, scroll of fireball, scroll of heroism, potion of cure light wounds, potion of cure moderate wounds, wand of detect magic.

Drow Priestess Colonel: Female drow cleric 9; Medium humanoid (elf); CR 10; HD 9d8+9; hp 53; Init +1; Spd 30 ft.; AC 21, touch 13, flat-footed 18; Base Atk +6; Grp +6; Atk +10 melee (1d6/18-20, masterwork rapier) or +10 ranged (1d4+1/19-20, +1 hand crossbow); Full Atk +10/+5 melee (1d6/18-20, masterwork rapier) or +10 (1d4+1/19-20, +1 hand crossbow); SA rebuke undead 5/day (+2, 2d6+11, 9th), spell-like abilities, spells; SQ commander rating 6, drow traits, spell resistance 20, spellslinging commander; SV Fort +9, Ref +6, Will +10 (+12 against spells and enchantments); AL NE; Str 10, Dex 14, Con 14, Int 10, Wis 16, Cha 14.

Skills and Feats: Concentration +7, Diplomacy +8, Heal +9, Listen +5, Search +2, Spellcraft +6, Spot +5; Blind-Fight, Combat Casting, Leadership, Weapon Finesse.

Drow Traits (Ex): Immunity to magic sleep effects; able to notice secret or concealed doors (PH 16); spell-like abilities (1/day—dancing lights, darkness, and faerie fire as the spells from a 9th-level caster); light blindness (blinded for 1 round by abrupt exposure to bright light, -1 circumstance penalty on all attack rolls, saves, and checks while operating in bright light).

Spellslinger Commander: Any area spell cast by an ally deals an extra 1d6 points of damage. Only spells that deal damage gain this bonus. This is considered a morale bonus.

Cleric Spells Prepared (caster level 9th): 0—resistance (2), detect poison, purify food and drink, guidance (2); 1st—bane

(DC 14), cure light wounds (2), doom (DC 14), inflict light wounds^D (+6 melee touch), sanctuary (DC 14); 2nd—cure moderate wounds (2), death knell (DC 15), desecrate, invisibility^D, silence (DC 15); 3rd—animate dead, cure serious wounds, dispel magic, nondetection^D, summon monster III; 4th—greater magic weapon, inflict critical wounds^D (melee touch +6), summon monster IV; 5th—mass inflict light wounds^D (DC 18), slay living (+6 melee touch, DC 18).

D: Domain spell. Domains: Destruction (smite 1/day; +4 to hit, +9 damage), Trickery (Bluff, Disguise, Hide are class skills).

Possessions: +2 mithral chain shirt, +1 light steel shield, +1 cloak of resistance, masterwork rapier, +1 hand crossbow, 10 bolts, potion of invisibility, potion of cure moderate wounds, potion of cure serious wounds, wand of detect magic.

Dwarf Soldiers

Dwarf Berserker: Male dwarf barbarian 5; CR 5; Medium humanoid; HD 5d12+15; hp 53; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +5; Grp +8; Atk or Full Atk +9 melee (1d12+5/x3, +1 greataxe); SA rage 2/day; SQ dwarf traits, fast movement, trap sense +1, improved uncanny dodge, uncanny dodge; AL CG; SV Fort +7, Ref +2, Will +2; Str 16, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +5, Intimidate +6, Jump +8, Listen +6, Survival +7; Power Attack, Cleave.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, -2 to AC for up to 8 rounds.

Dwarf Traits (Ex): Stability (PH 15), stonecunning (PH 15).

Improved Uncanny Dodge (Ex): Cannot be flanked and can be sneak attacked only by a character with at least nine rogue levels.

Uncanny Dodge (Ex): Retain Dex bonus to AC when flat-footed or targeted by an unseen foe. PH 26.

Possessions: +1 greataxe, +1 breastplate, 2 potions of cure moderate wounds.

Dwarf Werebear: Male dwarf warrior 1; CR 4; Medium humanoid (dwarf, shapechanger); HD 4d8+16; hp 32; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +4; Grp +13; Atk +9 melee (1d12+8/x3, +1 greataxe) or +8 melee (1d4+5, claw); Full Atk +9 melee (1d12+8/x3, +1 greataxe) and +3 melee (1d6+2, bite) or +8/+8 melee (1d4+5, claws) and +3 melee (1d6+2, bite); SA curse of lycanthropy (bite, Fort DC 15 negates); SQ alternate form (dwarf, black bear), bear empathy; darkvision 60 ft., DR 10/silver, dwarf traits, low-light vision, scent; AL LG; SV Fort +9, Ref +4, Will +1; Str 21, Dex 13, Con 18, Int 10, Wis 11, Cha 6.

Skills and Feats: Climb +5, Handle Animal +1, Listen +4, Spot +4, Swim +13; Endurance, Run, Track.

Alternate Form (Su): This werebear can assume the forms of a dwarf, a brown bear, or a bear-dwarf hybrid.

Bear Empathy (Ex): Communicate with bears and dire bears, +4 racial bonus on Charisma-based checks against bears and dire bears.

Dwarf Traits (Ex): Stability (PH 15), stonecunning (PH 15).

Improved Grab (Ex): If in bear form, on a successful claw attack a werebear can attempt to start a grapple as a free action without provoking attacks of opportunity.

Possessions: +1 greataxe, 2 potions of cure moderate wounds.

Elf Soldiers

Elf Commando: Male or female elf ranger 2; CR 2; Medium humanoid; HD 2d8+2; hp 14; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +2; Grp +2; Atk +7 ranged (1d8/x3, masterwork longbow); Full Atk +5/+5 ranged (1d8/x3, masterwork longbow); SA favored enemy orcs +2; SQ elf traits, low-light vision, wild empathy +1 (-3 magical beasts); AL CG; SV Fort +4, Ref +6, Will +1; Str 10, Dex 16, Con 13, Int 13, Wis 12 Cha 8.

Skills and Feats: Climb +3, Hide +8, Jump +2, Knowledge (geography) +5, Knowledge (nature) +8, Listen +5, Move Silently +8, Search +5, Spot +5, Survival +6 (+8 aboveground natural environment); Rapid Shot^B, Weapon Focus (longbow).

Elf Traits (Ex): Immunity to magic sleep effects; able to notice secret or concealed doors (PH 16).

Possessions: masterwork studded leather, masterwork rapier, masterwork longbow, 25 arrows.

Elf Sniper Captain: Male or female elf ranger 5; CR 5; Medium humanoid; HD 5d8+10; hp 36; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +5; Grp +5; Atk +10 ranged (1d8/x3, masterwork longbow); Full Atk +8/+8 ranged (1d8/x3, masterwork longbow); SA favored enemy orcs +4, favored enemy gnolls +2; SQ commander rating 4, elf commander, low-light vision, wild empathy +4 (+0 magical beasts); AL CG; SV Fort +6, Ref +7, Will +2; Str 10, Dex 16, Con 14, Int 13, Wis 12 Cha 8.

Skills and Feats: Climb +4, Hide +16, Jump +4, Knowledge (geography) +5, Knowledge (nature) +8, Listen +8, Move Silently +11, Search +8, Spot +8, Survival +9 (+11 tracking or aboveground natural environment); Endurance^B, Point Blank Shot, Rapid Shot^B, Weapon Focus (longbow).

Elf Commander: Elf allies within 30 feet gain a +2 morale bonus on saving throws.

Elf Traits (Ex): Immunity to magic sleep effects; able to notice secret or concealed doors (PH 16).

Possessions: +1 studded leather, cloak of elvenkind, masterwork rapier, masterwork longbow, 25 arrows.

Giant Soldiers

Ogre Brute: Male ogre barbarian 2; CR 5; Large giant; HD 4d8+8 plus 2d12+4 plus 3; hp 51; Init -1; Spd 30 ft.; AC 18, touch 8, flat-footed 18; Base Atk +5; Grp +14; Atk or Full Atk +11 melee (2d8+7, masterwork greatclub); SA rage 1/day; SQ darkvision 60 ft., fast movement, low-light vision, uncanny dodge; AL CE; SV Fort +9, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, -2 to AC for up to 7 rounds.

Uncanny Dodge (Ex): Retain Dex bonus to AC when flat-footed or targeted by an unseen foe. PH 26.

Skills and Feats: Climb +4, Listen +4, Spot +4; Power Attack, Toughness, Weapon Focus (greatclub).

Possessions: masterwork greatclub, masterwork chainmail, potion of endurance, potion of cure moderate wounds.

Hill Giant Brute: Male hill giant barbarian 2; CR 9; Large giant; HD 12d8+48 plus 2d12+8; hp 128; Init -1; Spd 40 ft.; AC 20, touch 8, flat-footed 20; Base Atk +11; Grp +22; Atk +19 melee (2d8+10, masterwork greatclub) or +10 ranged (2d6+7, rock); Full Atk +19/+14/+9 melee (2d8+10, masterwork greatclub) or +10 ranged (2d6+7, rock); SA rage 1/day, rock throwing; SQ fast movement, low-light vision, rock catching, uncanny dodge; AL CE; SV Fort +15, Ref +3, Will +4; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +7, Jump +11, Listen +6, Spot +7; Cleave, Improved Bull Rush, Improved Sunder, Power Attack, Weapon Focus (greatclub).

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, -2 to AC for up to 9 rounds.

Uncanny Dodge (Ex): Retain Dex bonus to AC when flat-footed or targeted by an unseen foe. PH 26.

Possessions: giant's bag, masterwork greatclub.

Fire Giant Soldier: Male or female fire giant fighter 2; CR 12; Large giant (fire); HD 15d8+75 plus 2d10+10; hp 167; Init +3; Spd 30 ft.; AC 23, touch 8, flat-footed 23; Base Atk +13; Grp +27; Atk +24 melee (3d6+16/19-20 plus 1d6 fire, +1 flaming greatsword) or +22 melee (1d4+10, slam) or +12 ranged (2d6+10 plus 2d6 fire, rock); Full Atk +24/+19/+14 melee (3d6+16/19-20 20 plus 1d6 fire, +1 flaming greatsword) or +22 melee (1d4+10, slam) or +12 ranged (2d6+10 plus 2d6 fire, rock); SA rock throwing; SQ immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +17, Ref +4, Will +9; Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb +10, Craft (weaponsmithing) +7, Intimidate +7, Jump +10, Spot +14; Cleave, Great Cleave, Improved Initiative, Improved Overrun, Improved Sunder, Iron Will, Power Attack, Weapon Focus (greatsword).

Possessions: +1 flaming greatsword.

Gnome Soldiers

Gnome Scout Sergeant: Male gnome rogue 3; CR 3; Small humanoid; HD 3d6+6; hp 19; Init +6; Spd 20 ft.; AC 18, touch 13, flat-footed 16; Base Atk +2; Grp -1; Atk +6 melee (1d4+1/18-20, masterwork rapier) or +6 ranged (1d4/x3, masterwork shortbow); SA sneak attack +2d6, spell-like abilities; SQ commander rating 2, evasion, giant-killer commander, gnome traits, low-light vision, trapfinding, trap sense +1; SV Fort +3*, Ref +5*, Will +2*; AL NG; Str 12, Dex 15, Con 14, Int 10, Wis 13, Cha 8.

Skills and Feats: Balance +3, Disable Device +6, Disguise +5, Hide +8, Jump -3, Listen +7, Move Silently +7, Sense Motive +7, Sleight of Hand +7, Spot +7, Tumble +7; Improved Initiative, Weapon Finesse.

Evasion (Ex): No damage on successful Reflex save.

Giant-Killer Commander: Allies within 30 feet gain a +2 morale bonus on melee attacks against creatures at least two size categories larger than they are.

Gnome Traits (Ex): +1 racial bonus on attack rolls against kobolds and goblinoids; +4 dodge bonus to Armor Class against giants; spell-like abilities (1/day—speak with animals, burrowing mammal only, duration 1 minute). *Gnomes have a +2 racial bonus on saving throws against illusions.

Trapfinding (Ex): Find, disarm, or bypass DC 20 or higher traps and magic traps. PH 50.

Possessions: masterwork chain shirt, masterwork buckler, masterwork rapier, masterwork shortbow, 20 arrows, potion of cure light wounds, potion of cure moderate wounds, potion of cat's grace, potion of darkness, 2 tanglefoot bags, 5 vials alchemist fire, 2 applications universal solvent.

Gnome Captain: Female gnome bard 5; CR 5; Small humanoid; HD 5d6+5; hp 25; Init 1; Spd 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +3; Grp +0; Atk or Full Atk +6 melee (1d4+1/18-20, masterwork rapier) or +6 ranged (1d4/x3, masterwork shortbow); SA spell-like abilities, spells; SQ bardic knowledge +8, bardic music 5/day (countersong, fascinate, inspire competence, inspire courage +1), commander rating 4, giant-killer commander, gnome traits, low-light vision; SV Fort +3*, Ref +6*, Will +4*; AL NG; Str 12, Dex 13, Con 12, Int 12, Wis 8, Cha 16.

Skills and Feats: Bluff +6, Concentration +4, Craft (alchemy) +7, Diplomacy +6, Disguise +7, Gather Information +6, Hide +9, Knowledge (history) +9, Knowledge (nature) +5, Listen +1, Move Silently +9, Perform +11, Tumble +5; Point Blank Shot, Precise Shot.

Countersong (Su): This bard can counter magical effects that depend on sound by making a Perform check for each round of countersong. Any creature within 30 feet of the bard who is affected by a sonic or language-dependent magical attack can use the bard's Perform check result in place of his or her saving throw if desired. Countersong lasts for 10 rounds.

Fascinate (Su): This bard can cause up to two creatures within 90 feet that can see and hear her to become fascinated with her (sit quietly, -4 penalty on skill checks made as reactions, such as Listen or Spot checks). The bard's Perform check result is the DC for the opponent's Will save. Any obvious threat breaks the effect. Fascination lasts 15 rounds.

Giant-Killer Commander: Allies within 30 feet gain a +2 morale bonus on melee attacks against creatures at least two size categories larger than they are.

Gnome Traits (Ex): +1 racial bonus on attack rolls against kobolds and goblinoids; +4 dodge bonus to Armor Class against giants; spell-like abilities (1/day—dancing lights, ghost sound [DC 13], prestidigitation, speak with animals, [burrowing mammal only, duration 1 minute]). *Gnomes have a +2 racial bonus on saving throws against illusions.

Inspire Competence (Su): An ally within 30 feet who can see and hear this bard gets a +2 competence bonus on skill

checks with a particular skill for as long as he can hear the music. Inspire competence lasts for up to 20 rounds.

Inspire Courage (Su): Allies (including the bard) who can hear this bard receive a +1 morale bonus on saves against charm and fear effects and a +1 morale bonus to attack and weapon damage rolls. The effect lasts for 5 rounds after the ally can no longer hear the bard.

Bard Spells Known (3/4/2; caster level 5th): 0—dancing lights, daze (DC 13), detect magic, ghost sound (DC 14), mage hand, message; 1st—cure light wounds, disguise self, identify, silent image (DC 15); 2nd—blur, cat's grace, invisibility.

Possessions: +1 mithral shirt, cloak of resistance +1, masterwork rapier, masterwork shortbow, 20 arrows, potion of cure light wounds, potion of cure moderate wounds, 2 tanglefoot bags, 5 vials alchemist fire, 2 applications universal solvent, bardic instrument.

Gnome Major: Male gnome bard 8; CR 8; Small humanoid; HD 8d6+8; hp 38; Init +2; Spd 20 ft.; AC 19, touch 13, flat-footed 17; Base Atk +6; Grp +3; Atk +9 melee (1d4+1/18-20, masterwork rapier) or +10 ranged (1d4+1/x3, +1 shortbow); Full Atk +9/+4 melee (1d4+1/18-20, masterwork rapier) or +10/+5 ranged (1d4+1/x3, +1 shortbow); SA spell-like abilities, spells; SQ bardic knowledge +11, bardic music 8/day (countersong, fascinate, inspire competence, inspire courage +2, suggestion) commander rating 5, giant-killer commander, gnome traits, low-light vision; SV Fort +4*, Ref +9*, Will +6*; AL NC; Str 12, Dex 14, Con 12, Int 12, Wis 8, Cha 16.

Skills and Feats: Appraise +1 (+3 alchemy), Balance +4, Bluff +8, Concentration +7, Craft (alchemy) +11, Diplomacy +6, Disguise +7 (+9 acting), Gather Information +7, Hide +10, Jump -1, Knowledge (history) +9, Knowledge (nature) +7, Listen +1, Move Silently +12, Perform +14, Tumble +12; Leadership, Point Blank Shot, Precise Shot.

Countersong (Su): This bard can counter magical effects that depend on sound by making a Perform check for each round of countersong. Any creature within 30 feet of the bard who is affected by a sonic or language-dependent magical attack can use the bard's Perform check result in place of his or her saving throw if desired. Countersong lasts for 10 rounds.

Fascinate (Su): This bard can cause up to two creatures within 90 feet that can see and hear him to become fascinated with him (sit quietly, -4 penalty on skill checks made as reactions, such as Listen or Spot checks). The bard's Perform check result is the DC for the opponent's Will save. Any obvious threat breaks the effect. Fascination lasts 15 rounds.

Giant-Killer Commander: Allies within 30 feet gain a +2 morale bonus on melee attacks against creatures at least two size categories larger than they are.

Gnome Traits (Ex): +1 racial bonus on attack rolls against kobolds and goblinoids; +4 dodge bonus to Armor Class against giants; spell-like abilities (1/day—dancing lights, ghost sound [DC 13], prestidigitation, speak with animals, [burrowing mammal only, duration 1 minute]). *Gnomes have a +2 racial bonus on saving throws against illusions.

Inspire Competence (Su): An ally within 30 feet who can see and hear this bard gets a +2 competence bonus on skill checks with a particular skill for as long as she can hear the music. Inspire competence lasts for up to 20 rounds.

Inspire Courage (Su): Allies (including the bard) who can hear this bard receive a +2 morale bonus on saves against charm and fear effects and a +2 morale bonus to attack and weapon damage rolls. The effect lasts for 5 rounds after the ally can no longer hear the bard.

Suggestion (Sp): This bard can make a suggestion (as the spell) to a creature he has already fascinated. A DC 17 Will save negates the effect.

Bard Spells Known (3/4/4/2; caster level 8th): 0—dancing lights, daze (DC 13), detect magic, ghost sound (DC 14), mage hand, message; 1st—cure light wounds, disguise self, identify, silent image (DC 15); 2nd—blur, cat's grace, invisibility, whispering wind; 3rd—cure serious wounds, haste, slow (DC 16).

Possessions: +1 mithral shirt, amulet of natural armor +1, cloak of resistance +1, masterwork rapier, +1 shorthow, 20 arrows, 2 potions of cure moderate wounds, potion of bull's strength, potion of cat's grace, 2 tanglefoot bags, 5 vials alchemist fire, 2 applications universal solvent, bardic instrument.

Goblinoid Soldiers

Goblin Worg-Rider: Goblin warrior 2; CR 1; Small humanoid (goblinoid); HD 2d8+2; hp 11; Init +1; Spd 30 ft.; AC 16, touch 12, flat-footed 15; Base Atk +2; Grp -2; Atk or Full Atk +3 melee (1d6/x3, lance); SQ darkvision 60 ft.; AL NE; SV Fort +4, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Handle Animal +2, Hide +3, Move Silently +3, Ride +6; Mounted Combat.

Possessions: studded leather armor, light wooden shield, lance.

Goblin Sneak Corporal: Male goblin rogue 2; CR 2; Small humanoid (goblinoid); HD 2d6+2; hp 11; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk or Full Atk +3 melee (1d4/19-20, short sword) or +4 ranged (1d4/x3, shortbow); SA sneak attack +1d6; SQ commander rating 1, darkvision 60 ft., evasion, protective commander, trapfinding; SV Fort +1, Ref +4, Will -1; AL LE; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Escape Artist +6, Hide +10, Listen +4, Move Silently +10, Ride +6, Search +4, Sleight of Hand +6, Spot +4, Tumble +5, Use Rope +1 (+3 bindings); Mounted Combat, Weapon Finesse.

Evasion (Ex): No damage on successful Reflex save.

Protective Commander: Allies within 30 feet gain a +1 morale bonus on saving throws.

Trapfinding (Ex): Find, disarm, or bypass DC 20 or higher traps and magic traps. PH 50.

Possessions: masterwork studded leather, masterwork short sword, masterwork shortbow, 20 arrows, potion of cure light wounds, potion of blur, elixir of hiding, elixir of sneaking.

Goblin Sneak Sergeant: Male goblin rogue 3; CR 3; Small humanoid (goblinoid); HD 3d6+6; hp 16; Init +1;

Spd 30 ft.; AC 17, touch 12, flat-footed 16; Base Atk +2; Grp -2; Atk or Full Atk +5 melee (1d4/19-20, short sword) or +5 ranged (1d4/x3, shortbow); SA sneak attack +2d6; SQ commander rating 2, darkvision 60 ft., evasion, pursuing commander, trapfinding, trap sense +1; SV Fort +2, Ref +4, Will +0; AL LE; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Balance +2, Escape Artist +6, Hide +10, Jump +1, Listen +5, Move Silently +10, Ride +6, Search +5, Sleight of Hand +6, Spot +5, Survival -1 (+1 tracking), Tumble +5, Use Rope +1 (+3 bindings); Mounted Combat, Weapon Finesse.

Evasion (Ex): No damage on successful Reflex save.

Pursuing Commander: Allies within 30 feet deal an extra 1d6 points of damage against foes who are frightened or panicked.

Trapfinding (Ex): Find, disarm, or bypass DC 20 or higher traps and magic traps. PH 50.

Possessions: masterwork chain shirt, masterwork buckler, masterwork short sword, masterwork shortbow, 20 arrows, potion of cure moderate wounds, potion of blur, potion of cat's grace, elixir of hiding, elixir of sneaking, worg.

Hobgoblin Soldier Lieutenant: Female hobgoblin fighter 4; CR 4; Medium humanoid (goblinoid); HD 4d10+8; hp 34; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +4; Grp +6; Atk or Full Atk +8 melee (1d8+4/19-20, masterwork longsword) or +7 ranged (1d6+2, masterwork javelin); SQ commander rating 3, darkvision 60 ft., goblinoid commander; SV Fort +6, Ref +2, Will +0; AL LE; Str 14, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

Skills and Feats: Handle Animal +6, Move Silently +1, Ride +10; Mounted Archery, Mounted Combat, Weapon Focus (javelin), Weapon Focus (longsword), Weapon Specialization (longsword).

Goblinoid Commander: Goblinoid allies within 30 feet gain a +2 morale bonus on melee attacks.

Possessions: masterwork chainmail, masterwork light wooden shield, masterwork longsword, 3 masterwork javelins, 2 potions of cure moderate wounds, potion of blur, dust of tracelessness, worg.

Hobgoblin Soldier Captain: Male hobgoblin fighter 5; CR 5; Medium humanoid (goblinoid); HD 5d10+15; hp 47; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 17; Base Atk +5; Grp +8; Atk or Full Atk +10 melee (1d8+5/19-20, masterwork longsword) or +9 ranged (1d6+3, masterwork javelin); SQ commander rating 4, darkvision 60 ft., goblinoid commander; SV Fort +7, Ref +3, Will +1; AL LE; Str 16, Dex 15, Con 16, Int 12, Wis 10, Cha 8.

Skills and Feats: Handle Animal +7, Move Silently +7, Ride +12; Mounted Archery, Mounted Combat, Weapon Focus (javelin), Weapon Focus (longsword), Weapon Specialization (longsword).

Goblinoid Commander: Goblinoid allies within 30 feet gain a +2 morale bonus on melee attacks.

Possessions: +1 breastplate, masterwork light steel shield, masterwork longsword, 3 masterwork javelins, 2 potions

of cure moderate wounds, potion of blur, dust of tracelessness, worg.

Bugbear Footpad Colonel: Female bugbear rogue 6; CR 8; Medium humanoid (goblinoid); HD 3d8+9 plus 6d6+18; hp 64; Init +8; Spd 30 ft.; AC 23, touch 14, flat-footed 19; Base Atk +6; Grp +10; Atk +12 melee (1d6+5/18-20, +1 rapier) or +11 ranged (1d6+3/x3, +1 composite shortbow); Full Atk +12/+7 melee (1d6+5/18-20, +1 rapier) or +11/+6 ranged (1d6+3/x3, +1 composite shortbow); SA sneak attack +3d6; SQ commander rating 5, darkvision 60 ft., evasion, sneaky commander, trapfinding, trap sense +2, uncanny dodge; SV Fort +7, Ref +13, Will +3; AL CE; Str 18, Dex 18, Con 16, Int 10, Wis 8, Cha 10.

Skills and Feats: Balance +6, Climb +12, Hide +12, Jump +6, Listen +9, Move Silently +16, Search +8, Sleight of Hand +10, Spot +9, Survival -1 (+1 tracking), Tumble +10; Alertness, Improved Initiative, Leadership, Weapon Focus (rapier).

Evasion (Ex): No damage on successful Reflex save.

Sneaky Commander: Allies within 30 feet deal an extra 1d6 points of damage against foes that they flank.

Trapfinding (Ex): Find, disarm, or bypass DC 20 or higher traps and magic traps. PH 50.

Uncanny Dodge (Ex): Retain Dex bonus to AC when flat-footed or targeted by an unseen foe. PH 26.

Possessions: +1 studded leather, +1 buckler, +1 cloak of resistance, +1 rapier, +1 composite shortbow (+2 Str bonus), 20 arrows, 2 potions of cure moderate wounds, potion of cure serious wounds, potion of invisibility, camouflage paint*, dust of tracelessness.

*New magic item described on page 131.

Bugbear Footpad General: Male bugbear rogue 8; CR 10; Medium humanoid (goblinoid); HD 3d8+9 plus 8d6+24; hp 77; Init +8; Spd 30 ft.; AC 25, touch 15, flat-footed 21; Base Atk +8; Grp +12; Atk +15 melee (1d6+6/18-20, +2 rapier) or +13 ranged (1d6+3/x3, +1 composite shortbow); Full Atk +15/+10 melee (1d6+6/18-20, +2 rapier) or +13/+8 ranged (1d6+3/x3, +1 composite shortbow); SA sneak attack +4d6; SQ commander rating 6, darkvision 60 ft., evasion, improved uncanny dodge, sneaky commander, trapfinding, trap sense +2, uncanny dodge; SV Fort +7, Ref +14, Will +3; AL CE; Str 18, Dex 18, Con 16, Int 10, Wis 8, Cha 10.

Skills and Feats: Balance +6, Climb +14, Hide +14, Jump +6, Listen +11, Move Silently +18, Search +10, Sleight of Hand +12, Spot +11, Survival -1 (+1 tracking), Tumble +12; Alertness, Improved Initiative, Leadership, Weapon Focus (rapier).

Evasion (Ex): No damage on successful Reflex save.

Improved Uncanny Dodge (Ex): Cannot be flanked and can be sneak attacked only by a character with at least twelve rogue levels.

Sneaky Commander: Allies within 30 feet deal an extra 1d6 points of damage against foes that they flank.

Trapfinding (Ex): Find, disarm, or bypass DC 20 or higher traps and magic traps. PH 50.

Uncanny Dodge (Ex): Retain Dex bonus to AC when flat-footed or targeted by an unseen foe. PH 26.

Possessions: +1 mithral chain shirt, +1 buckler, ring of protection +1, cloak of resistance +1, +2 rapier, +1 composite shortbow (+2 Str bonus), 20 arrows, 2 potions of cure moderate wounds, potion of cure serious wounds, potion of invisibility, camouflage paint*, dust of tracelessness.

*New magic item described on page 131.

Lizardfolk Soldiers

Lizardfolk Druid Sergeant: Female lizardfolk druid 2; CR 3; Medium humanoid (reptilian); HD 4d8+12; hp 33; Init +1; Spd 30 ft.; AC 19, touch 11, flat-footed 18; Base Atk +2; Grp +3; Atk +3 melee (1d4+1 claw) or +3 melee (1d4+1 bite) or +4 melee (1d6+1/18-20, masterwork scimitar) or +4 ranged (1d6+1, masterwork javelin); Full Atk +3/+3 melee (1d4+1, 2 claws) and +1 melee (1d4 bite) or +4 melee (1d6+1/18-20 masterwork scimitar) and +1 melee (1d4, bite) or +4 ranged (1d6+1, masterwork javelin); SA spells; SQ animal commander, animal companion (crocodile), animal companion benefits, commander rating 2, hold breath, nature sense, share spells, wild empathy +1 (-3 magical beasts), woodland stride; AL N; SV Fort +6, Ref +4, Will +5; Str 12, Dex 13, Con 16, Int 10, Wis 15, Cha 8.

Skills and Feats: Balance +8, Concentration +5, Handle Animal +1, Heal +4, Jump +8, Spot +3, Survival +5, Swim +9; Multiattack, Track.

Animal Commander: Animal and magical beast allies with Intelligence scores of 1 or higher gain a +2 morale bonus on saving throws.

Animal Companion (Ex): This druid has a crocodile as an animal companion. Its abilities and characteristics are summarized below.

Animal Companion Benefits (Ex): Link, share spells. PH 36.

Hold Breath (Ex): This lizardfolk can hold her breath for 64 rounds before she risks drowning.

Woodland Stride (Ex): Move through natural overgrown areas at normal speed without damage. PH 36.

Druid Spells Prepared (caster level 2nd): 0—detect magic, cure minor wounds (2), flare (DC 12); 1st—calm animals (DC 13), entangle (DC 13), magic fang.

Possessions: masterwork leather armor, masterwork light wooden shield, masterwork scimitar, 2 masterwork javelins, wand of cure light wounds.

Crocodile Animal Companion: CR—; Medium magical beast; HD 3d8+9; hp 22; Init +1; Spd 20 ft., swim 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +2; Grp +6; Atk or Full Atk +6 melee (1d8+6, bite) or +6 melee (tail slap, 1d12+6); Space/Reach 5 ft./5 ft.; SA improved grab; SQ bonus trick, hold breath, low-light vision; AL N; SV Fort +6, Ref +4, Will +2; Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2.

Skills and Feats: Hide +7, Listen +4, Spot +4, Swim +12; Alertness, Skill Focus (Hide).

Bonus Tricks: A normal crocodile can learn three tricks (attack, defend, come). This animal companion also knows the guard trick.

Hold Breath (Ex): This crocodile can hold its breath for 68 rounds before it risks drowning.

Improved Grab (Ex): To use this ability, a crocodile must hit with its bite attack. If it wins the grapple check, the crocodile grabs the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Lizardfolk Barbarian Lieutenant: Male lizardfolk barbarian 3; CR 4; Medium humanoid (reptilian); HD 2d8+6 plus 3d12+9; hp 49; Init +1; Spd 40 ft.; AC 16 [+1 Dex, +5 natural], touch 11, flat-footed 15; Base Atk +4; Grp +8; Atk +8 melee (1d4+4, claw) or +9 melee (1d10+7, +1 greatclub) or +5 ranged (1d6+4, javelin); Full Atk +8/+8 melee (1d4+4, 2 claws) and +6 melee (1d4+2, bite) or +9 melee (1d10+7, +1 greatclub) and +6 melee (1d4+2, bite) or +5 ranged (1d6+4, javelin); SA rage 1/day; SQ commander rating 3, fast movement, hold breath, mobile commander, trap sense +1, uncanny dodge; AL N; SV Fort +6, Ref +5, Will +0; Str 18, Dex 12 Con 16, Int 11, Wis 8, Cha 10.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, -2 to AC for up to 8 rounds.

Hold Breath (Ex): This lizardfolk can hold his breath for 64 rounds before he risks drowning.

Mobile Commander: Any ally who begins his turn within 30 feet of this lieutenant gains a +5-foot bonus to all his speeds. This is considered a morale bonus.

Uncanny Dodge (Ex): Retain Dex bonus to AC when flat-footed or targeted by an unseen foe. PH 26.

Skills and Feats: Balance +8, Climb +8, Jump +15, Listen +3, Survival +3, Swim +12; Multiattack, Power Attack.

Possessions: +1 greatclub, 3 javelins.

Lizardfolk Barbarian Captain: Male lizardfolk barbarian 6; CR 7; Medium humanoid (reptilian); HD 2d8+6 plus 6d12+18; hp 77; Init +1; Spd 40 ft.; AC 16, touch 11, flat-footed 15; Base Atk +7; Grp +12; Atk +12 melee (1d4+5, claw) or +13 melee (1d10+8, +1 greatclub) or +8 ranged (1d6+5, javelin); Full Atk +12/+12 melee (1d4+5, 2 claws) and +10 melee (1d4+2, bite) or +13/+8 melee (1d10+8, +1 greatclub) and +10 melee (1d4+2, bite) or +8/+3 ranged (1d6+5, javelin); SA rage 2/day; SQ commander rating 4, fast movement, hold breath, improved uncanny dodge, mobile commander, trap sense +2, uncanny dodge; AL CN; SV Fort +8, Ref +6, Will +1; Str 21, Dex 12 Con 16, Int 11, Wis 8, Cha 10.

Skills and Feats: Balance +8, Climb +13, Jump +16, Listen +7, Survival +7, Swim +13; Cleave, Multiattack, Power Attack.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, -2 to AC for up to 8 rounds.

Hold Breath (Ex): This lizardfolk can hold his breath for 64 rounds before he risks drowning.

Improved Uncanny Dodge (Ex): Cannot be flanked and can be sneak attacked only by a character with at least ten rogue levels.

Mobile Commander: Allies who begin their turn within 30 feet gain a +5-ft. bonus to speed.

Uncanny Dodge (Ex): Retain Dex bonus to AC when flat-footed or targeted by an unseen foe. PH 26.

Possessions: +1 greatclub, gauntlets of ogre power, 3 javelins.

Necromantic Soldiers

Cleric of Nerull Lieutenant: Male or female human cleric 5; CR 5; Medium humanoid; HD 5d8+10; hp 36; Init -1; Spd 20 ft.; AC 20, touch 10, flat-footed 20; Base Atk +3; Grp +4; Atk or Full Atk +5 melee (1d8+1, masterwork morningstar); SA rebuke undead 8/day (+3, 2d6+7, 6th), spells; SQ commander rating 3, necromantic commander; AL NE; SV Fort +6, Ref +0, Will +7; Str 12, Dex 8, Con 14, Int 10, Wis 16, Cha 13.

Skills and Feats: Concentration +10, Knowledge (religion) +5, Knowledge (the planes) +3, Spellcraft +8; Extra Turning, Improved Turning, Spell Focus (necromancy).

Necromantic Commander: Undead allies within 30 feet, with an Int score of 1 or higher deal an extra 1d6 points of damage on melee attacks made against living creatures.

Cleric Spells Prepared (caster level 5th): 0—cure minor wounds (2), detect magic (2), read magic; 1st—bane (DC 14), cause fear^D (DC 15), cure light wounds, magic weapon, shield of faith; 2nd—bear's endurance, death knell^D (DC 16), sound burst (DC 15), spiritual weapon; 3rd—animate dead^D, dispel magic, magic circle against good.

D: Domain spell. **Domains:** Death (death touch 1/day, damage 5d6) and Evil (cast evil spells at +1 caster level).

Possessions: full plate, heavy steel shield, masterwork morningstar, ring of protection +1, 2 potions of cure light wounds, potion of cure moderate wounds.

Cleric of Nerull Colonel: Male or female human cleric of Nerull 9; CR 9; Medium humanoid; HD 9d8+18; hp 57; Init -1; Spd 20 ft.; AC 23, touch 10, flat-footed 23; Base Atk +6; Grp +7; Atk +8 melee (1d8+1, masterwork morningstar); Full Atk +8/+3 melee (1d8+1, masterwork morningstar); SA rebuke undead 8/day (+3, 2d6+11, 10th), spells; SQ commander rating 4, necromantic commander; AL NE; SV Fort +8, Ref +2, Will +10; Str 12, Dex 8, Con 14, Int 10, Wis 19, Cha 13.

Skills and Feats: Concentration +14, Knowledge (religion) +6, Knowledge (the planes) +6, Spellcraft +12, Survival +4 (+6 outer planes); Extra Turning, Greater Spell Focus (necromancy), Improved Turning, Spell Focus (necromancy), Spell Penetration.

Necromantic Commander: Undead allies within 30 feet, with an Intelligence score of 1 or higher deal an extra 1d6 damage on melee attacks made against living creatures.

Cleric Spells Prepared (caster level 9th): 0—cure minor wounds (3), detect magic (2), read magic; 1st—bane (DC 15), cause fear^D (DC 17), cure light wounds, doom (DC 17), protection from good, shield of faith; 2nd—align weapon, bear's endurance, death knell^D (DC 18), sound burst (DC 16), spiritual weapon, summon monster II; 3rd—animate dead, dispel magic, invisibility purge, magic circle against good^D, protection from energy; 4th—animate legion*, dimensional anchor, poison (melee touch +7, DC 20), unholy blight^D (DC 18); 5th—flame strike (DC 19), slay living^D (melee touch +7, DC 21).

*New spell described on page 124.

D: Domain spell. **Domains:** Death (death touch 1/day, damage 9d6) and Evil (cast evil spells at +1 caster level).

Possessions: +2 full plate, +1 heavy steel shield, ring of protection +1, periapt of Wisdom +2, masterwork morningstar.

Besarab Voivode: Male human fallen paladin 7/blackguard 4 CR 11; Medium humanoid; HD 11d10+33; hp 98; Init +0; Spd 20 ft.; AC 23, touch 11, flat-footed 23; Base Atk +11; Grp +14; Atk +17 melee (1d10+5/19-20 and poison, +2 bastard sword); Full Atk +17/+12/+7 melee (1d10+5/19-20 and poison, +2 bastard sword); SA rebuke undead (+2, 2d6+4, 2nd), smite good 3/day, sneak attack +2d6, spells; SQ aura of despair, aura of evil, commander rating 6, dark blessing, detect good, lay on hands 14 points/day, poison use, tyrannical commander; AL LE; SV Fort +14, Ref +5, Will +7; Str 16, Dex 10, Con 16, Int 8, Wis 14, Cha 14.

Skills and Feats: Concentration +7, Diplomacy +4, Heal +7, Hide +0, Knowledge (religion) +1, Sense Motive +8; Cleave, Exotic Weapon Proficiency (bastard sword), Improved Sunder, Power Attack, Weapon Focus (bastard sword).

Aura of Despair (Su): Foes within 10 feet take a -2 penalty on all saves.

Detect Good (Sp): As the spell, at will.

Tyrannical Commander: Allies within 30 feet gain a +5 morale bonus on morale checks but automatically become panicked if they fail a morale check.

Blackguard Spells Prepared (caster level 2nd): 1st—corrupt weapon (2); 2nd—bull's strength, death knell (DC 14).

Possessions: +1 full plate, +1 heavy steel shield, +2 bastard sword, ring of protection +1, amulet of health +4, 5 doses of black adder venom, 3 doses of deathblade poison, 2 doses of purple worm poison.

Pelatch, Lich Cleric: Lich cleric 13; CR 15; Medium undead (augmented humanoid); HD 13d12; hp 90; Init +0; Spd 30 ft.; AC 29, touch 11, flat-footed 29; Base Atk +9; Grp +10; Atk +10 melee (1d8+5 negative energy plus paralysis); SA damaging touch (Will DC 19 half), fear aura (Will DC 19 negates), paralyzing touch (Fort DC 19 negates), rebuke undead 10/day (+5, 2d6+16, 13th), spells; SQ +4 turn resistance, damage reduction 15/bludgeoning and magic, darkvision 60 ft., immune to cold, electricity, polymorph, and mind-affecting effects, resistance to fire 10, undead traits; AL NE; SV Fort +8, Ref +4, Will +15; Str 13, Dex 10, Con -, Int 14, Wis 24, Cha 16.

Skills and Feats: Concentration +16, Diplomacy +12, Hide +2, Knowledge (arcana) +18, Knowledge (history) +12, Knowledge (religion) +11, Knowledge (the planes) +7, Listen +15, Move Silently +2, Search +10, Sense Motive +15, Spellcraft +18, Spot +15, Survival +7 (+9 outer planes); Combat Casting, Craft Wondrous Item, Extra Turning, Forge Ring, Greater Spell Focus (necromancy), Spell Focus (necromancy).

Cleric Spells Prepared (caster level 13th): 0—detect magic (2), guidance (2), read magic (2); 1st—bane (DC 18), cause fear^D

(DC 20), command (DC 18), comprehend languages, doom (DC 20), obscuring mist, shield of faith, summon monster I; 2nd—align weapon, death knell^D (DC 21), desecrate, hold person (DC 19), shatter (DC 19), sound burst (DC 19), spiritual weapon, summon monster II; 3rd—animate dead, bestow curse (DC 22), contagion (DC 22), dispel magic, invisibility purge, magic circle against good^D, protection from energy; 4th—animate legion*, dismissal (DC 21), lesser planar ally, poison (+10 melee touch, DC 23), sending, unholy blight^D (DC 21); 5th—dispel good (DC 22), flame strike (DC 22), insect plague, slay living^D (+10 melee touch, DC 24), true seeing; 6th—create undead^D, greater dispel magic, harm (+10 melee touch, DC 25), word of recall; 7th—blasphemy^D (DC 24), destruction (DC 26), repulsion (DC 24).

*New spell described on page 124.

D: Domain spell. Domains: Death (death touch 1/day, damage 9d6) and Evil (cast evil spells at +1 caster level).

Possessions: +2 full plate, +1 heavy steel shield, periapt of Wisdom +4, ring of protection +1, minor ring of energy resistance (fire), pearl of power (1st-level spell), pearl of power (2nd-level spell), pearl of power (3rd-level spell).

Orc Soldiers

Orc Engineer: Male orc expert 1; CR 1/2; Medium humanoid; HD 1d6 plus 3; hp 6; Init +0; Spd 20 ft.; AC 15, touch 10, flat-footed 15; Base Atk +0; Grp +1; Atk or Full Atk +1 melee (1d6+1, club); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +0, Ref +0, Will +2; Str 13, Dex 10, Con 11, Int 10, Wis 11, Cha 6.

Skills and Feats: Craft (siege engine) +4, Disable Device +4, Knowledge (architecture and engineering) +4, Profession (siege engineer) +4, Spot +4, Use Rope +4; Toughness.

Light Sensitivity (Ex): Dazzled in bright sunlight or within the radius of a daylight spell.

Possessions: chainmail, club, tools.

Orc Corporal: Male orc barbarian 2; CR 2; Medium humanoid; HD 2d12+2; hp 20; Init +0; Spd 40 ft.; AC 13, touch 10, flat-footed 13; Base Atk +2; Grp +5; Atk or Full Atk +6 melee (2d4+4/18–20, masterwork falchion) or +2 ranged (1d6+3, javelin); SA rage 1/day; SQ commander rating 1, darkvision 60 ft., fast movement, light sensitivity, uncanny dodge; AL CE; SV Fort +4, Ref +0, Will –2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Jump +12, Listen +3, Survival +3; Endurance.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, –2 to AC for up to 6 rounds.

Light Sensitivity (Ex): Dazzled in bright sunlight or within the radius of a daylight spell.

Uncanny Dodge (Ex): Retain Dex bonus to AC when flat-footed or targeted by an unseen foe. PH 26.

Possessions: masterwork studded leather, masterwork falchion, 3 javelins, potion of cure moderate wounds, potion of bull's strength, keen edge oil.

Orc Sergeant: Male orc barbarian 2; CR 2; Medium humanoid; HD 2d12+4; hp 22; Init +1; Spd 30 ft.; AC 16,

touch 11, flat-footed 15; Base Atk +2; Grp +6; Atk or Full Atk +7 melee (1d12+6/×3, masterwork greataxe); SA rage 1/day; SQ commander rating 2, darkvision 60 ft., fast movement, light sensitivity, reckless commander, uncanny dodge; AL CE; SV Fort +5, Ref +1, Will +0; Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +3, Jump +6, Listen +4, Survival +4; Power Attack.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, –2 to AC for up to 7 rounds.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a daylight spell.

Reckless Commander: Any ally who begins his turn within 30 feet of this sergeant deals an extra 1d6 points of damage on his next charge attack. This benefit is considered a morale bonus.

Uncanny Dodge (Ex): Retain Dex bonus to AC when flat-footed or targeted by an unseen foe. PH 26.

Possessions: masterwork breastplate, masterwork greataxe, potion of bull's strength.

Orc Lieutenant: Female orc barbarian 4; CR 4; Medium humanoid; HD 4d12+4; hp 35; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +4; Grp +8; Atk or Full Atk +10 melee (2d4+6/18–20, masterwork falchion) or +4 ranged (1d6+4, javelin); SA rage 2/day; SQ commander rating 3, darkvision 60 ft., light sensitivity, opportunistic commander, trap sense +1, uncanny dodge; AL CE; SV Fort +5, Ref +1, Will –1; Str 18, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Jump +7, Listen +4, Spot +4; Survival +4; Alertness, Weapon Focus (falchion).

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, –2 to AC for up to 6 rounds.

Light Sensitivity (Ex): Dazzled in bright sunlight or within the radius of a daylight spell.

Opportunistic Commander: Allies within 30 feet deal an extra 1d6 points of damage on any successful attack of opportunity.

Uncanny Dodge (Ex): Retain Dex bonus to AC when flat-footed or targeted by an unseen foe. PH 26.

Possessions: masterwork chainmail, masterwork falchion, 3 javelins, potion of cure serious wounds, potion of bull's strength, potion of haste, keen edge oil.

Orc Captain: Male orc barbarian 5; CR 5; Medium humanoid; HD 5d12+10; hp 48; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +5; Grp +10; Atk or Full Atk +11 melee (1d12+7/×3, masterwork greataxe); SA rage 2/day; SQ commander rating 4, darkvision 60 ft., fast movement, improved uncanny dodge, light sensitivity, orc commander, trap sense +1, uncanny dodge; AL CE; SV Fort +6, Ref +2, Will +1; Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +6, Intimidate +3, Jump +9, Listen +4, Survival +4; Cleave, Power Attack.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, –2 to AC for up to 7 rounds.

Improved Uncanny Dodge (Ex): Cannot be flanked and can be sneak attacked only by a character with at least nine rogue levels.

Light Sensitivity (Ex): Dazzled in bright sunlight or within the radius of a *daylight* spell.

Orc Commander: Orc allies within 30 feet deal an extra 1d6 damage on melee attacks.

Uncanny Dodge (Ex): Retain Dex bonus to AC when flat-footed or targeted by an unseen foe. PH 26.

Possessions: +1 breastplate, amulet of natural armor +1, masterwork greataxe, potion of bull's strength, potion of endurance.

Orc Major: Female orc barbarian 7; CR 7; Medium humanoid; HD 7d12+14; hp 65; Init +6; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +7; Grp +11; Atk +13 melee (2d4+7/18-20, +1 falchion) or +10 ranged (1d6+4, masterwork javelin); Full Atk +13/+8 melee (2d4+7/18-20, +1 falchion) or +10/+5 ranged (1d6+4, masterwork javelin); SA rage 2/day; SQ commander rating 5, damage reduction 1/-, darkvision 60 ft., fast movement, improved uncanny dodge, light sensitivity, orc commander, trap sense +2, uncanny dodge; AL CE; SV Fort +7, Ref +4, Will +2; Str 19, Dex 14, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Jump +8, Listen +7, Spot +7, Survival +8; Improved Initiative, Leadership, Weapon Focus (falchion).

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, -2 to AC for up to 7 rounds.

Improved Uncanny Dodge (Ex): Cannot be flanked and can be sneak attacked only by a character with at least eleven rogue levels.

Light Sensitivity (Ex): Dazzled in bright sunlight or within the radius of a *daylight* spell.

Orc Commander: Orc allies within 30 feet deal an extra 1d6 points of damage on melee attacks.

Uncanny Dodge (Ex): Retain Dex bonus to AC when flat-footed or targeted by an unseen foe. PH 26.

Possessions: +1 chainmail, +1 falchion, 3 masterwork javelins, potion of cure light wounds, potion of cure serious wounds, potion of bull's strength, potion of haste, keen edge oil.

Orc Colonel: Male or female orc barbarian 9; CR 9; Medium humanoid; HD 9d12+18; hp 82; Init +6; Spd 30 ft.; AC 20, touch 12, flat-footed 18; Base Atk +9; Grp +14; Atk +16 melee (2d4+8/18-20, +1 falchion) or +12 ranged (1d6+5, masterwork javelin); Full Atk +16/+11 melee (2d4+8/18-20, +1 falchion) or +12/+7 ranged (1d6+5, masterwork javelin); SA rage 3/day; SQ commander rating 6, damage reduction 1/-, darkvision 60 ft., light sensitivity, improved uncanny dodge, orc commander, trap sense +3, uncanny dodge; AL CE; SV Fort +8, Ref +5, Will +3; Str 20, Dex 14, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Jump +13, Listen +12, Survival +12; Improved Initiative, Leadership, Power Attack, Weapon Focus (falchion).

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, -2 to AC for up to 7 rounds.

Improved Uncanny Dodge (Ex): Cannot be flanked and can be sneak attacked only by a character with at least thirteen rogue levels.

Light Sensitivity (Ex): Dazzled in bright sunlight or within the radius of a *daylight* spell.

Orc Commander: Orc allies within 30 feet deal an extra 1d6 points of damage on melee attacks.

Uncanny Dodge (Ex): Retain Dex bonus to AC when flat-footed or targeted by an unseen foe. PH 26.

Possessions: +2 chainmail, amulet of natural armor +1, +1 falchion, 2 masterwork javelins, 2 potions of cure light wounds, potion of cure serious wounds, potion of bull's strength, potion of haste, keen edge oil.

Orc General: Male orc barbarian 11; CR 11; Medium humanoid; HD 11d12+22; hp 99; Init +6; Spd 30 ft.; AC 21, touch 13, flat-footed 19; Base Atk +11; Grp +16; Atk +19 melee (2d4+9/18-20, +2 falchion) or +14 ranged (1d6+5, masterwork javelin); Full Atk +19/+14/+9 melee (2d4+9/18-20, +2 falchion) or +14/+9/+4 ranged (1d6+5, masterwork javelin); SA greater rage 3/day; SQ commander rating 7, damage reduction 2/-, darkvision 60 ft., improved uncanny dodge, light sensitivity, orc commander, trap sense +3, uncanny dodge; AL CE; SV Fort +10, Ref +6, Will +4; Str 21, Dex 14, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Jump +16, Listen +14, Survival +14; Improved Initiative, Leadership, Power Attack, Weapon Focus (falchion).

Greater Rage (Ex): +6 to Str, +6 to Con, +3 on Will saves, -2 to AC for up to 8 rounds.

Improved Uncanny Dodge (Ex): Cannot be flanked and can be sneak attacked only by a character with at least fifteen rogue levels.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Orc Commander: Orc allies within 30 feet deal an extra 1d6 damage on melee attacks.

Uncanny Dodge (Ex): Retain Dex bonus to AC when flat-footed or targeted by an unseen foe. PH 26.

Possessions: +2 breastplate, amulet of natural armor +1, ring of protection +1, cloak of resistance +1, +2 falchion, 3 masterwork javelins, 2 potions of cure light wounds, potion of cure serious wounds, potion of haste, keen edge oil.

APPENDIX III: BATTLEFIELD STEEDS

The following creatures supplement those found in the *Monster Manual*.

BRASS STEED

Large Construct

Hit Dice: 8d10+30 (74 hp)

Initiative: +0

Speed: 40 ft. (12 squares)

Armor Class: 22 (-1 size, +3 Dex, +10 natural), touch 12, flat-footed 19

Base Attack/Grapple: +6/+16
Attack: Bite +11 melee (1d8+6) or eye ray +5 ranged touch (8d6 fire)*
Full Attack: Bite +11 melee (1d8+6) and 2 hooves +6 melee (1d6+3) and eye ray +5 ranged touch (8d6 fire)*
Space/Reach: 10 ft./5 ft.
Special Attacks: Eye ray
Special Qualities: Construct traits, damage reduction 5/adamantine, darkvision 60 ft., immunity to magic, low-light vision
Saves: Fort +2, Ref +2, Will +2
Abilities: Str 23, Dex 11, Con —, Int —, Wis 10, Cha 1
Skills: —
Feats: Run⁸
Environment: Any
Organization: Solitary or herd (4–9)
Challenge Rating: 8
Treasure: None
Alignment: Always neutral
Advancement: 9–16 HD (Large); 17–24 HD (Huge)
Level Adjustment: —

*Eye ray can only be used once every 4 rounds.

This automaton has been sculpted from brass. It is half again as large as a heavy warhorse and resembles a beautifully crafted statue of a large stallion with ruby eyes.

This golem has an equine body made of brass.

A brass steed is 6 feet tall at the shoulders and measures 10 feet from head to tail. It weighs 2,500 pounds. Each brass steed is individually carved and can appear as any type of horse. The steed comes complete with saddle and can even appear to be wearing barding and have a brand.

Combat

Brass steeds are excellent mounts; due to their hit points and construct traits, they rarely get cut down from beneath their riders. They can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

A steed will use its eye ray as often as possible while biting and kicking opponents that come into melee range.

Eye Ray (Su): A brass steed's red eyes can produce a magical ray of fire with a range of 100 feet that deals 8d6 points of damage to a single target. The ray requires a ranged touch attack. The ray is usable only once every 4 rounds. A brass steed can fire its eye ray in the same round that it makes physical attacks.

Immunity to Magic (Ex): A brass steed is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals acid damage (such as *Melf's acid arrow*) slows a brass steed (as the *slow* spell) for 1d3 rounds.

A fog cloud, obscuring mist, or solid fog spell entangles a brass steed (as the *entangle* spell) for 1d6 rounds.

A magical attack that deals fire damage breaks any slow or entangle effect on the steed and heals 1 point of damage

for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the steed to exceed its full normal hit points, it gains any excess as temporary hit points. A brass steed gets no saving throw against fire effects.

Construct Traits: A brass steed has immunity to poison, magic sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to extra damage from critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage but can be repaired.

Carrying Capacity: A light load for a brass steed is up to 600 pounds; a medium load, 601–1,200 pounds; and a heavy load, 1,201–1,800 pounds. A brass steed can drag 9,000 pounds.

Construction

A brass steed's body is sculpted from 3,000 pounds of copper and zinc smelted with rare tinctures and admixtures costing at least 1,000 gp. Creating the body requires a DC 12 Craft (armorsmithing) check or a DC 12 Craft (weaponsmithing) check.

CL 8th; Craft Construct, animate objects, bull's strength, flame arrow, geas/quest, haste, caster must be at least 8th level; Price 19,000 gp; Cost 10,000 gp + 720 XP.

LUNA MOTH

Large Magical Beast

Hit Dice: 5d10 (27 hp)

Initiative: +2

Speed: 10 ft. (2 squares), fly 40 ft. (average)

Armor Class: 13 (–1 size, +2 Dex, +2 natural), touch 11, flat-footed 11

Base Attack/Grapple: +5/+12

Attack: Slam +7 melee (1d4+4)

Full Attack: Slam +7 melee (1d4+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: Sleep dust

Special Qualities: Darkvision 60 ft., low-light vision, natural invisibility, scent, see invisible

Saves: Fort +4, Ref +6, Will +5

Abilities: Str 16, Dex 15, Con 10, Int 10, Wis 14, Cha 15

Skills: Hide +6*, Listen +6, Move Silently +10, Spot +10

Feats: Hover, Iron Will

Environment: Temperate forests

Organization: Solitary, pair, or cloud (4–7)

Challenge Rating: 4

Treasure: None

Alignment: Usually chaotic good

Advancement: 6–10 HD (Large); 11–15 HD (Huge)

Level Adjustment: —

The soft light of the moon overhead reveals an enormous moth, its shimmering green wings marked with white spots.

Many believe the luna moth to be an elven myth. Few mortals have ever seen this fabled beast, for it is invisible except in moonlight. Luna moths are favored by elves, sprites, and other fey folk as mounts.

In the light of the moon, this beautiful creature appears to be an enormous moth with shimmering green wings and a plump, white body. White eye spots dot each of the four wings, and the hind wings curve gracefully away from the body like long tails. The wings span 10 feet from tip to tip and 15 feet from the front of the forewings to the end of the tail on the hind wings. A luna moth weighs 250 pounds.

Combat

Luna moths are not great fighters, relying on their natural invisibility and sleep dust to avoid predators and to stalk prey. When forced to fight, luna moths will slam prey with their wings and try to use their sleep dust to neutralize multiple threats.

Natural Invisibility (Su): A luna moth is invisible except while in direct moonlight. This ability is constant, allowing a luna moth to remain invisible even when attacking. This ability is inherent and not subject to the invisibility purge spell.

See Invisible (Su): A luna moth can see any invisible or ethereal objects or beings within its range of vision, as if they were normally visible.

Sleep Dust (Su): Once per day, a luna moth can release sleep-inducing dust from the underside of its wings, filling a 20-foot-radius spread. This dust causes a magical slumber to come upon 4 Hit Dice worth of creatures within the area (Will DC 14 negates). Its effect is otherwise identical to the sleep spell. The save DC is Charisma-based.

Skills: Luna moths have a +4 racial bonus on Move Silently and Spot checks.

*Luna moths gain a +4 racial bonus on Hide checks in moonlight. (They are naturally invisible under all other light conditions.)

Training a Luna Moth

A luna moth requires training before it can bear a rider in combat. To be trained, a luna moth must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly luna moth requires six weeks of work and a DC 20 Handle Animal check. Riding a luna moth requires an exotic saddle. A luna moth can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a ride check.

Carrying Capacity: A light load for a luna moth is up to 230 pounds; a medium load, 231–460 pounds; and a heavy load, 461–690 pounds. A luna moth cannot fly at full speed when carrying more than a light load.

RAINBOW CROW

Huge Magical Beast

Hit Dice: 12d10+12 (90 hp)

Initiative: +6

Speed: 30 ft. (4 squares), fly 90 ft. (good)

Armor Class: 17 (–2 size, +2 Dex, +7 natural), touch 10, flat-footed 15

Base Attack/Grapple: +12/+25

Attack: Claw +15 melee (1d8+5)

Full Attack: 2 Claws +15 melee (1d8+5) and beak +10 melee (2d6+2)

Space/Reach: 15 ft./5 ft.

Special Attacks: Color spray

Special Qualities: Darkvision 60 ft., dazzling presence, low-light vision, scent

Saves: Fort +9, Ref +10, Will +6

Abilities: Str 21, Dex 15, Con 13, Int 10, Wis 14, Cha 17

Skills: Listen +11, Search +11, Spot +16, Survival +10

Feats: Alertness, Dodge, Improved Initiative, Flyby Attack, Wingover

Environment: Temperate forests

Organization: Solitary or pair

Challenge Rating: 5

Treasure: None

Alignment: Usually neutral

Advancement: 13–18 HD (Huge); 19–24 HD (Gargantuan)

Level Adjustment: —

With its great, multicolored wings spreading out from a huge black body, this creature reminds you of a rainbow at midnight.

Not many who have ever seen a rainbow crow have lived to tell the tale, so these immense birds were little known until recently. When trained, they make excellent mounts and are both tough enough and aggressive enough for wartime duty.

Rainbow crows can only be found in ancient redwood forests. They live in enormous nests in the top boughs of those great trees. As long-lived as elves, they mate just once, living alone for the rest of their days. Their beautiful plumage develops as they mature, with bands of colored feathers replacing the midnight black of their juvenile feathers. An average adult rainbow crow measures 18 feet from beak to tail with a wingspan 34 feet across. It can weigh up to 1,000 pounds.

Young rainbow crows can only be distinguished from normal crows by their size. A baby rainbow crow is about twice the size of a normal adult crow and grows to ten times the size of a normal crow before developing its rainbow wings. These juvenile crows are highly sought after, since they are much easier to train than an adult rainbow crow (DC 15 Handle Animal check) and much less dangerous to handle. Capturing a juvenile is still a hazardous undertaking, however, since both parents will attempt to protect the baby. Two rainbow crows are never encountered together unless they are parents protecting their offspring.

Combat

A rainbow crow is difficult to battle because its foes must choose between being dazzled by its wings or closing their eyes and fighting blind. These clever birds open a battle with color spray, hoping to neutralize one or more foes before the fight begins.

Dazzling Presence (Ex): As long as a rainbow crow is illuminated by a bright light source, any creature that can see the rainbow crow is dazzled (Fortitude DC 19 negates). Closing one's eyes completely protects a viewer from the dazzling presence but gives the crow total concealment with respect to that individual. The save DC is Charisma-based.

Color Spray (Sp): Once per round as a free action, a rainbow crow can release a *color spray* effect from its wingtips (Will DC 14 negates). The save DC is Charisma-based.

Skills: Rainbow crows have a +4 racial bonus on Search and Spot checks.

Training a Rainbow Crow

A rainbow crow requires training before it can bear a rider in combat. To be trained, a rainbow crow must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly rainbow crow requires six weeks of work and a DC 25 Handle Animal check. Riding a rainbow crow requires an exotic saddle. A rainbow crow can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: A light load for a rainbow crow is up to 920 pounds; a medium load, 921–1,840 pounds; and a heavy load, 1,841–2,760 pounds. A rainbow crow cannot fly at full speed when carrying more than a light load.

SKELETAL WARBEAST

Large Undead

Hit Dice: 8d12 (52 hp)

Initiative: +7

Speed: 50 ft. (10 squares)

Armor Class: 14 (–1 size, +3 Dex, +2 natural), touch 12, flat-footed 11

Base Attack/Grapple: +4/+13

Attack: Gore +8 melee (1d8+5)

Full Attack: Gore +8 melee (1d8+5) and 2 hooves +3 melee (1d6+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Powerful charge

Special Qualities: Damage reduction 5;/bludgeoning, darkvision 60 ft., immunity to cold, pass without trace, undead traits

Saves: Fort +4, Ref +5, Will +6

Abilities: Str 20, Dex 16, Con —, Int 2, Wis 10, Cha 1

Skills: Jump +17, Listen +6, Spot +5

Feats: Great Fortitude, Improved Initiative, Run

Environment: Any

Organization: Any

Challenge Rating: 4

Treasure: None

Alignment: Always neutral evil

Advancement: 9–16 HD (Large)

Level Adjustment: —

This horselike creature displays an unnatural combination of skeletal parts, including a pair of long, straight horns protruding from its skull.

Created by an evil necromancer for an undead army, a skeletal warbeast has the body of a large warhorse attached to the skull of an oryx (a plains-dwelling antelope with two long, straight horns).

Skeletal warbeasts are more than just animated horned warhorses, though. The great magic used to create these steeds allows them to retain much of the abilities they had in life—speed, strength, and knowledge—while gaining the ferocity of the undead and the supernatural ability to leave no tracks behind.

Combat

A skeletal warbeast can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check. Skeletal warbeasts begin most encounters by charging enemies with their heads lowered.

An intelligent rider will avoid head-to-head fights, opting instead to use the steed's great speed to stay out of melee and force enemies to use ranged weapons (which are nearly useless against the steed's skeletal body).

Powerful Charge (Ex): A skeletal warbeast deals 4d6+10 points of damage when it hits with an attack after a charge.

Pass Without Trace (Su): A skeletal warbeast can move through any type of terrain without leaving any tracks or scent. Tracking a skeletal warbeast is impossible by nonmagical means.

Undead Traits: A skeletal warbeast is immune to mind-affecting spells and abilities, poison, magic sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to extra damage from critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be raised, and resurrection works only if it is willing. It has darkvision out to 60 feet.

Skills: Skeletal warbeasts have a +4 racial bonus on Jump checks.

Carrying Capacity: A light load for a skeletal warbeast is up to 400 pounds; a medium load, 401–800 pounds; and a heavy load, 801–1,200 pounds. A skeletal warbeast can drag 6,000 pounds.

TUSKED BEHEMOTH

Gargantuan Magical Beast

Hit Dice: 20d10+160 (270 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

Armor Class: 21 (–4 size, +15 natural), touch 6, flat-footed 21

Base Attack/Grapple: +20/+45

Attack: Gore +24 melee (3d8+18)*

Full Attack: Gore +24 melee (3d8+18)* and bite +19 melee (2d8+11)* and 2 slams +19 melee (2d6+11)*

Space/Reach: 20 ft./15 ft.

Special Attacks: Frightful presence, trample 4d6+19

Special Qualities: Damage reduction 5/—, darkvision 60 ft., low-light vision, scent

Saves: Fort +22, Ref +12, Will +9

Abilities: Str 37, Dex 10, Con 27, Int 3, Wis 13, Cha 13
Skills: Listen +9, Spot +9, Survival +8
Feats: Endurance, Great Fortitude, Improved Natural Attack (gore), Improved Overrun, Iron Will, Power Attack, Run
Environment: Warm deserts
Organization: Solitary or pair
Challenge Rating: 14
Treasure: None
Alignment: Always neutral
Advancement: 21–30 HD (Gargantuan)
Level Adjustment: —
*Includes adjustments for Power Attack feat.

This fearsome creature shakes the ground as it strides forward on its four pillarlike legs. A set of four enormous tusks curve outward from its mouth, beneath a trunk the size of a tree.

Tusked behemoths are said to have roamed the world in ages past, towering over all lesser beasts. Long thought to be lost to the world—or perhaps merely a legend—the creatures have recently been seen, singly or in pairs, lumbering across battlefields to devastating effect.

These massive creatures are fearsome to look upon with their four great curved tusks splaying out from a trunk longer and thicker than an elephant's leg.

Whether the behemoths of today are a throwback to the great beasts of long ago or the product of some magical experiment is unknown. But tusked behemoths have lumbered out of the desert in alarming numbers recently with entire companies of warriors fighting from siege towers built atop their backs.

A modern-day tusked behemoth stands some 20 feet tall at the shoulder, measures over 40 feet long from tusk to tail, and weighs over 10 tons.

Combat

A tusked behemoth charges into battle and attempts to trample any creature in its path. A successful trample by one of these creatures is frightening to behold.

If forced to stand and fight, a tusked behemoth whips its head back and forth, goring enemies within 15 feet of any one of its four tusks while stomping on those unlucky enough to find themselves underneath the behemoth.

A tusked behemoth can fight while carrying numerous riders (often in a large siege tower built atop the behemoth). However, it takes at least two creatures to control a tusked behemoth, each of whom must succeed on a DC 15 Ride check (made as a full-round action) to control the creature.

A tusked behemoth normally attacks using its Power Attack feat, taking a –5 penalty on attack rolls and gaining a +5 bonus on damage rolls.

Frightful Presence (Su): A tusked behemoth can inspire terror in all those within 30 feet when it is charging or trampling. Affected creatures must succeed on a DC 21 Will save or become shaken, remaining in that condition for 5d6 rounds. The save DC is Charisma-based.

Trample (Ex): Reflex DC 33 half. The save DC is Strength-based.

Carrying Capacity: A light load for a tusked behemoth is up to 16,640 pounds; a medium load, 16,641–33,280 pounds; and a heavy load, 33,281–49,920 pounds. A tusked behemoth can drag 249,600 pounds.

WAR MASTIFF

Medium Animal
Hit Dice: 3d8+9 (22 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple: +2/+5
Attack: Bite +5 melee (1d6+4)
Full Attack: Bite +5 melee (1d6+4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Trip
Special Qualities: Low-light vision, scent
Saves: Fort +6, Ref +4, Will +1
Abilities: Str 17, Dex 13, Con 17, Int 2, Wis 12, Cha 6
Skills: Jump +11, Listen +5, Spot +5, Survival +2*, Swim +4
Feats: Alertness, Endurance, Track^B
Environment: Temperate plains
Organization: Domesticated
Challenge Rating: 2
Treasure: None
Alignment: —Always neutral
Advancement: —
Level Adjustment: —

This enormous dog stands nearly three feet tall at the shoulder.

War mastiffs serve small humanoids as a cavalry beast comparable to the heavy warhorse. Specifically bred and trained as war mounts, these massive dogs are hearty and vicious in battle. Although they are unable to gallop like a horse, they do not spook in battle, have great endurance, and can track enemies for miles.

An average war mastiff stands about 3 feet tall at the shoulder, measures 5 feet long from nose to tail, and weighs 200 pounds.

Combat

War mastiffs are very protective of their riders. They will bite and attempt to trip enemies when attacked or when their master is threatened.

Trip (Ex): A war mastiff that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the war mastiff.

Skills: War mastiffs have a +4 racial bonus on Jump checks.

*War mastiffs have a +4 racial bonus on Survival checks when tracking by scent.

Carrying Capacity: A light load for a war mastiff is up to 130 pounds; a medium load, 131–260 pounds; and a heavy load, 261–390 pounds. A war mastiff can drag 1,950 pounds.



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